THE ONLY PUBLICATION ON THE SERIALS OF YESTERYEAR

NO. 29

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WINTER '82

SPECIAL 32 PAGE ISSUE

SERIAL WORLD

- ★ THE LOST CITY'S EXPLOSIVE CLIMAX
- ★ BATMAN & ROBIN RETURN
- ★ PHANTOM OF THE AIR
- ★ INTERVIEW WITH BUSTER CRABBE
- ★ FU MANCHU CONTINUES HIS REIGN OF TERROR
- ★ RATING THE SERIAL HEROES!
- ★ SERIAL EVENING AT THE NUART

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SERIAL WORLD

VOL. 3, NO. 29

A Quarterly publication dedicated to the motion picture serial

CONTRIBUTIONS: — We are always looking for interesting material on the serial genre. Articles, photos, etc., are welcome, but please enclose a self addressed stamped envelope for their return.

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BACK ISSUES — See pages 29-30

OUR THANKS THIS ISSUE TO: Bobb Lynes, Jim Stringham, Mario DeMarco, Ron Vivian, Chuck McCleary, Eric Hoffman, John Cardello, Tom Weaver. Special thanks to Jim Stringham and Eric Hoffman this issue.

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SERIAL SHOWCASE

BY JEFF WALTON
EDITOR SERIAL WORLD

CES PUBLISHING

I lost a good friend late last year. He was a devoted family man and loving husband. He was killed while driving home a mile from his place by a drunk driver. I wish I could bring him back to life or that he could have escaped like the many cliffhanger endings we all remember so well with the hero leaping from the car before doom struck. But this is real life, and not to be for my good buddy BRUCE FURMAN. Bruce was one of our early members in our old monthly film get togethers. Our friendship grew and when video tape first started we traded serials as well as other films. I can't say enough about Bruce. Many of you out there knew him. This issue is dedicated to BRUCE FURMAN. I'll never forget him...

Would like to suggest you pick up a copy of VIDEO REVIEW, one of the very first publications on the video scene. The issue in question is the September 1981 issue which I'm sure you can back order by writing VIDEO REVIEW, 325 East 75th Street, New York, N.Y. 10021. There is a very good article on the taping of serials and which ones to watch. Loved the cover (which we have reproduced above and suggest you subscribe to this very interesting magazine if you are into video tape or even thinking about it.

This issue has lots of interesting items including our official ballot to vote for your favorite serial film hero. If you don't want to cut your copy of SW into a zillion pieces, just list the top ten choices on a sheet of paper and send to us.

Coming up we've got more news and some rare inside photos on the stars and folks in the new RETURN OF THE COPPERHEAD serial. The film is in the final stages of completion and we'll bring you exclusive interviews with the stars and Producer of this serialistoric event. Once again, if you have any items you wish to share in the pages of SERIAL WORLD we'd like to see it and we'll be very glad to use what you have. Be sure to send all comments and suggestions to **JEFF WALTON, P.O. Box 64345, L.A. Calif. 90064.** By sending anything to our Mankato address in regard to letters or material it will be delayed until Norm can forward the material or letter to me.

Enjoy this issue of SERIAL WORLD and watch out for our 30th issue as it will be a hum-dinger.

AN EVENING AT THE NUART

by Charles McCleary

On Tuesday, Nov. 17, 1981, the Nuart Theatre in West Los Angeles presented what was advertised as 15 exciting episodes of the old cliffhangers. The Nuart is a revival house presenting a different program every day with an emphasis on Foreign and avant-garde films. The titles of the serials were not know in advance. A few days before the screening, the word circulated among serial fans that it would be 15 chapters of Republic serials only. The titles were still unknown.

TUESDAY, NOVEMBER 17
CONTINUED NEXT WEEK!
The girl clings hopelessly to the edge of the cliff dangling dangerously over the abyss. Inch by inch her fingers slip and then and then the legend CONTINUED NEXT WEEK! flashes across the screen. Cliffhangers are coming back into vogue again with the release of Steven Spielberg and George Lucas' thriller **Raiders of the Lost Ark** (for which the filmmakers screened hundreds of Republic serial episodes). We'll present 15 of the greatest chapters from such edge-of-the-chair episodic classics as **Captain America, Dick Tracy Vs. Crime Inc., Zorro's Fighting Legion,** and **Daredevils of the Red Circle**. Here is breathtaking action and adventure (not to mention nostalgia) for one and all! 7:00 ONLY

WITH SPECIAL GUEST APPEARANCES BY SERIAL ACTORS AND DIRECTORS

A crowd of about 150 took their seats for the once only 7:00 screening. The vast majority of the crowd seemed to be sincere, knowledgeable serial fans. It was surprising to see the number of people with notepad and pencil writing down the synopsis along with the cliffhanger endings.

Here is a listing of the chapters that were shown:

1. THE CRIMSON GHOST NO. 1 — "Atomic Peril"
2. DAREDEVILS OF THE RED CIRCLE NO. 2 — "The Mysterious Friend"
3. RADAR PATROL VS. SPY KING NO. 3 — "Rolling Fury"
4. CAPTAIN AMERICA NO. 4 — "Preview of Murder"
5. ADVENTURES OF CAPTAIN MARVEL NO. 5 — "The Scorpion Strikes"
6. ZORRO'S FIGHTING LEGION NO. 6 — "Zorro To the Rescue"
7. FEDERAL AGENTS VS. UNDERWORLD, INC. NO. 7 — "The Hidden Key"
8. SPY SMASHER NO. 8 — "Sea Raiders"
9. UNDERSEA KINGDOM NO. 9 — "Death In the Air"
10. MYSTERIOUS DR. SATAN NO. 10 — "Bridge of Peril"
11. ZOMBIES OF THE STRATOSPHERE NO. 11 — "Man Vs. Monster"
12. MANHUNT OF MYSTERY ISLAND NO. 11 — "Satan's Shadow"
13. KING OF JUNGLELAND (DARKEST AFRICA) NO. 13 — "Gauntlet of Destruction"
14. MANHUNT IN THE AFRICAN JUNGLE (SECRET SERVICE IN DARKEST AFRICA) NO. 4 — "The Open Grave"
15. MANHUNT IN THE AFRICAN JUNGLE NO. 7 — "Murder Dungeon"
16. MANHUNT IN THE AFRICAN JUNGLE NO. 12 — "Ceremonial Execution"
17. MANHUNT IN THE AFRICAN JUNGLE NO. 14 — "Victim of Villainy"

As you'll notice, what was advertised as 15 chapters turned into 17 chaters. Seventeen chapters or more, that is. At approximately 12:30 a.m., this viewer, bleary-eyed and sleepy, left the theatre. Less than 20 people remained in their seats to see whatever chapters were to follow.

A bonus feature was the personal appearance of actor William Benedict. Just prior to the screening of Chapter five of "Adventures of Captain Marvel," the house lights came on and Benedict stepped up to a speaker's platform in the right front of the theatre. Benedict, who played the part of Whitey Murphy in the serial, spoke of some of his experiences in both features and serials. Benedict also told of the days when he worked for producer Sam Katzman and spoke well of Sam. Benedict then answered a few questions from the audience before returning to his seat.

It is hoped that the theatre owners did well enough at the box office to schedule a similar serial screening in the future.

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SERIAL BROCHURES: These color brochures, 8½ x 11, are printed on heavy stock and contain photos and chapter-by-chapter synopsis of the following Republic serials:

ZORRO'S FIGHTING LEGION	DRUMS OF FU MANCHU	CAPTAIN AMERICA
ADVENTURES OF RED RYDER	KING OF THE MOUNTIES	DAREDEVILS OF THE WEST
THE PURPLE MONSTER STRIKES	DAREDEVILS OF THE RED CIRCLE	SPY SMASHER

The above brochures are priced at $4.00 each plus $.90 postage on each brochure ordered.

SERIAL STILLS: Kirk Alyn in "Superman"; Robert Lowery and Johnny Duncan in "Batman and Robin"; Kane Richmond in "Spy Smasher"; Joan Woodbury in "Brenda Starr, Reporter"; John Carroll and Helen Christian in "Zorro Rides Again"; Linda Stirling in "Zorro's Black Whip"; Buster Crabbe, Charles Middleton and Wheeler Oakman in "Flash Gordon's Trip To Mars"; Bill Elliott and Carmen Morales in "Valley of Vanishing Men"; Buck Jones and Dorothy Fay in "White Eagle"; Scott Kolk and Jean Rogers in "Secret Agent X-9"; Victor Jory in "The Shadow". **All are priced at $2.25 each.**

WESTERN STILLS: John Wayne (3); Clint Eastwood (2); Ronald Reagan; James Stewart; Glenn Ford; Lee Marvin; Charles Starrett as The Durango Kid with Smiley Burnette; John Wayne, Ray Corrigan and Max Terhune as The Three Mesquiteers; Tom Tyler, Bob Steele and Jimmie Dodd as The Three Mesquiteers; Roy Rogers; Gene Autry; William Boyd as Hopalong Cassidy; Allan Lane; Gary Cooper; Robert Redford; Tom Mix and Louise Lovely in "The Feud"; Errol Flynn; Randolph Scott; Tex Ritter; Johnny Mack Brown, Nell O'Day and Fuzzy Knight; Rex Allen. **All are priced at $2.25 each.**

HORROR STILLS: Henry Hull in "Werewolf of London" (2)"; Humphrey Bogart in "Return of Doctor X" (2); Frederic March in "Dr. Jekyll and Mr. Hyde" (2); Boris Karloff in "Frankenstein" (4); Boris Karloff and Elsa Lancaster in "The Bride of Frankenstein" Boris Karloff and Bela Lugosi in "Son of Frankenstein"; Boris Karloff, Bela Lugosi and Basil Rathbone in "Son of Frankenstein"; Lon Chaney in "The Wolf Man"; Lon Chaney and Evelyn Ankers in "The Wolf Man"; Lon Chaney and Bela Lugosi in "Frankenstein Meets the Wolf Man"; Lon Chaney, Bela Lugosi and Ilona Massey in "Frankenstein Meets the Wolf Man"; Lon Chaney and Elena Verdugo in "House of Frankenstein"; Bela Lugosi in "Dracula"; The Monster in "This Island Earth"; The Monster and Faith Domergue in "This Island Earth"; The Creature in "Creature From the Black Lagoon"; The Creature and Julia Adams in "Creature From the Black Lagoon"; King Kong and Fay Wray in "King Kong"; Bud Abbott, Lou Costello and Bela Lugosi in "Abbott and Costello Meet Frankenstein"; Boris Karloff in "The Mummy"; Lon Chaney in "The Mummy's Tomb"; Lon Chaney and Elyse Knox in "The Mummy's Tomb"; Lon Chaney in "Son of Dracula"; Lon Chaney and Louise Allbritton in "Son of Dracula"; Lon Chaney and Anne Nagel in "Man Made Monster". **All are priced at $2.25 each.**

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DRUMS OF FU MANCHU

By Eric Hoffman

No. 9: The Crystal of Death

As the car careens toward the gorge, Allan and Smith knock out their assailants and jump, rolling down a hill bank. They hide amidst some shrubbery to avoid a tribesman who is checking to see if they're still alive. When the warrior leaves, the two check to see if the segment copy, which Smith was carrying in a napsack is alright, and then hike to the road to meet Randolph and the others who are following in a small caravan composed of two station wagons.

At his own camp, Fu Manchu is informed by his daughter that the tribesman only saw the soldiers dead, that there was no sign of Smith and the others. Fu Manchu doesn't underestimate the possibility Smith is still alive and determines to get to the Temple of the Sun first.

The Randolph caravan has arrived at a campsite and Randolph, Smith, Petrie, Allan and Mary make camp, Mary sent for some water for the waterbags. However, when she doesn't come back, Allan gets worried and goes searching for her; he finds her waterbag in the road and the footprints of Mary and Fah Lo Suee. Drawing his gun he follows, making his way stealthily down a hill to Fu Manchu's camp where he sees Mary enter Fu Manchu's tent with Fah Lo Suee. However, it's a trap and a guarding Dacoit attacks Allan with a Thuggee cord. Allan escapes this and a fight ensues. Two more Dacoits join the fight

(continued on page 6)

The **Wolfman** Meets *Godzilla*

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and Fu Manchu goes to investigate the resulting noise. Allan gets out his gun and standing by a tree covers the Dacoits, but one hurls a knife, pinning the sleeve of Allan's gun arm, and he's captured. Fu Manchu, ever the gentleman, greets Allan and then orders him brought to the camp.

At the Temple of the Sun, a cave carved in the side of a mountain, Smith, Randolph and Petrie have arrived with the segment copy and are talking with Sirdar Prahni, the High Priest. Smith say they have brought back the segment to its place, and then explains that he wants to go to the temple of Genghis Khan and take the sacred scepter to the High Priest of Branaphur; Prahni understands and approves, the priest being a man of peace who will use the scepter for peace instead of war.

However, he must pray with "the spirits of my departed ancestors" before he can make the final decision.

Back at Fu Manchu's camp, Allan is tied to a tree bent down and held down by a rawhide cable. He's bound by his feet to a noose connected to a branch, and a fire has been built under the rawhide holding the tree down. When the fire burns through the rawhide, the tree will act like a catapult and...

Again the kind host, Fu Manchu asks if there is a request Allan has before he leaves with the hypnotized Mary and Fah Lo Suee. Allan asks for water and Fu Manchu pour water into a natural rock basin near Allan. After he leaves, Allan starts to work his hands to the basin and with the water loosening the rawhide, frees his hands and gets his feet free before the tree breaks loose and catapults back to its former position. Wasting no time, the intrepid young man rushes off to help his friends at the Temple.

Meanwhile, Fu Manchu's group has arrived near the temple and Fah Lo Suee sneaks inside while Prahni is praying and the others do not see her. She gets behind the idol of Kardac, Goddess of the sun. The segment Smith has brought is placed in its niche, but according to Prahni the idol is supposed to speak when it is. However, Smith suspects it was said by an over-zealous follower of the religion. However, Fu Manchu and his Dacoits appear, Fu Manchu bearing the real segment. He places it in the altar and suddenly, the idol talks! Actually it is Fah Lo Suee, but Prahni's beliefs aid Fu Manchu's plan; the High Priest believes Fu Manchu. The "voice of Kardac" demands a sacrifice and Fu Manchu produces it; Mary! Still hypnotized and dressed in long white, sheer silken robes. She is made to lie on an altar slab, and a strange device of mirrors and a glass prism globe is brought into play. This device causes a ray to emerge that will destroy anything in its path. As Randolph, Petrie and Smith watch horrified, held back by the knives of the Dacoits, the ray creeps toward Mary, blasted a bronze statue to bits. Allan, meanwhile, after a hazardous climb has made it to the temple and gets in a fight with three temple guards, one of whom clubs at Allan with his rifle. In the temple, Randolph, Petrie and Smith look in horror as a flash of light suddenly comes from the altar, indicating that Mary has fallen victim to the sacrificial device from the time of Genghis Khan. And the Drums of Fu Manchu sound, heralding the mad Oriental's apparent victory!

No. 10: Drums of Doom

As the temple guard rushes to club Allan, Allan twists things around so the other guard is knocked out. He then beats off the second guard, grabs his rifle and rushes into the main temple room in time to blast the prism globe before the ray can destroy Mary. This starts a wild fight with the Dacoits attack. In the brawl, Smith is knocked behind the statue, and spots Fah Lo Suee hiding. He grabs her and brings her to face Sirdar Prahni, who is just about to cast Smith's defeated friend into a dungeon. Smith exposes her trick of being the voice of Kardac and rewins Prahni's confidence. But Fu Manchu is not easily stopped for the wily Oriental pulls out a glass globe and hurls it, releasing a white gas that stops pursuit while he, Fah Lo Suee, and the Dacoits escape. Allan fights his way through the gas to the temple entrance to see Fu Manchu's car drive off with Fu Manchu, his daughter and 4 Dacoits inside. A distance away, Fu Manchu gives one of his Dacoits a small portable transmitter and sends him back to the temple. There, the Dacoit lowers the sending microphone down the hole in the hill which the sun shone through in the death ray segment. Fu Manchu listens as Randolph finishes translating the inscription on the altar stone. The tomb is at the end of a trail that starts at the head of Dragon Gorge. Prahni directs them to it. It tells of a false rock cliff segment with an inscription of the Sun God — press the right eye and a handle will be revealed that will open the door. Fu Manchu turns off the radio and drives on, anxious to be the first to the tomb, but doesn't hear a warning postscript Randolph has found — "Death Guards the Entrance — BEWARE!" Allan and Smith decide to go, no sense risking everyone. Randolph, Petrie and Mary will stay at camp.

At the gorge, Fu Manchu and his Dacoits start their search. One Dacoit finds a clump of rocks surmounted with a skull with an arrow through its temples. Fu Manchu looks and realizes that the arrow points the way to the tomb. However, the Dacoit trips over a concealed vine and is impaled by arrow-spears, fired by a hidden gun. Fu Manchu gets an idea and has Loki reset the trap. Then, he and Loki come to the false cliff face and go through the process of opening the door. They enter, torches lit, with the other Dacoits, into the huge cave.

Meanwhile, Allan and Smith have arrived at the head of the gorge and are starting to look for the trail when Allan expresses doubt that this is the right way. He decides to look another way while Sir Dennis waits. Nayland suddenly sees the arrow-impaled skull and moves back in surprise, tripping over the trigger-vine, and falls. The spears fired from the trap miss hm, and he and Allan realize what a close brush with death they had. They move on and find the tunnel entrance as well and enter.

Inside the cave, Fu Manchu and the others find several tunnels, blocked by a statue, and one main tunnel.

Deciding to stop others, Fu Manchu's men move the statue in front of the main tunnel. Allan and Smith take a wrong tunnel and three Dacoits start to chip at the rock to block the entrance, tombing our friends. Allan and Smith hear the noise and go back. A fight ensues, with one Dacoit attacking Allan with a crowbar while he fights with a flare as in a duel. One Dacoit is accidentally shot when a gun Smith is holding, is set off in the struggle with a Dacoit. The other Dacoit escapes and joins Fu Manchu.

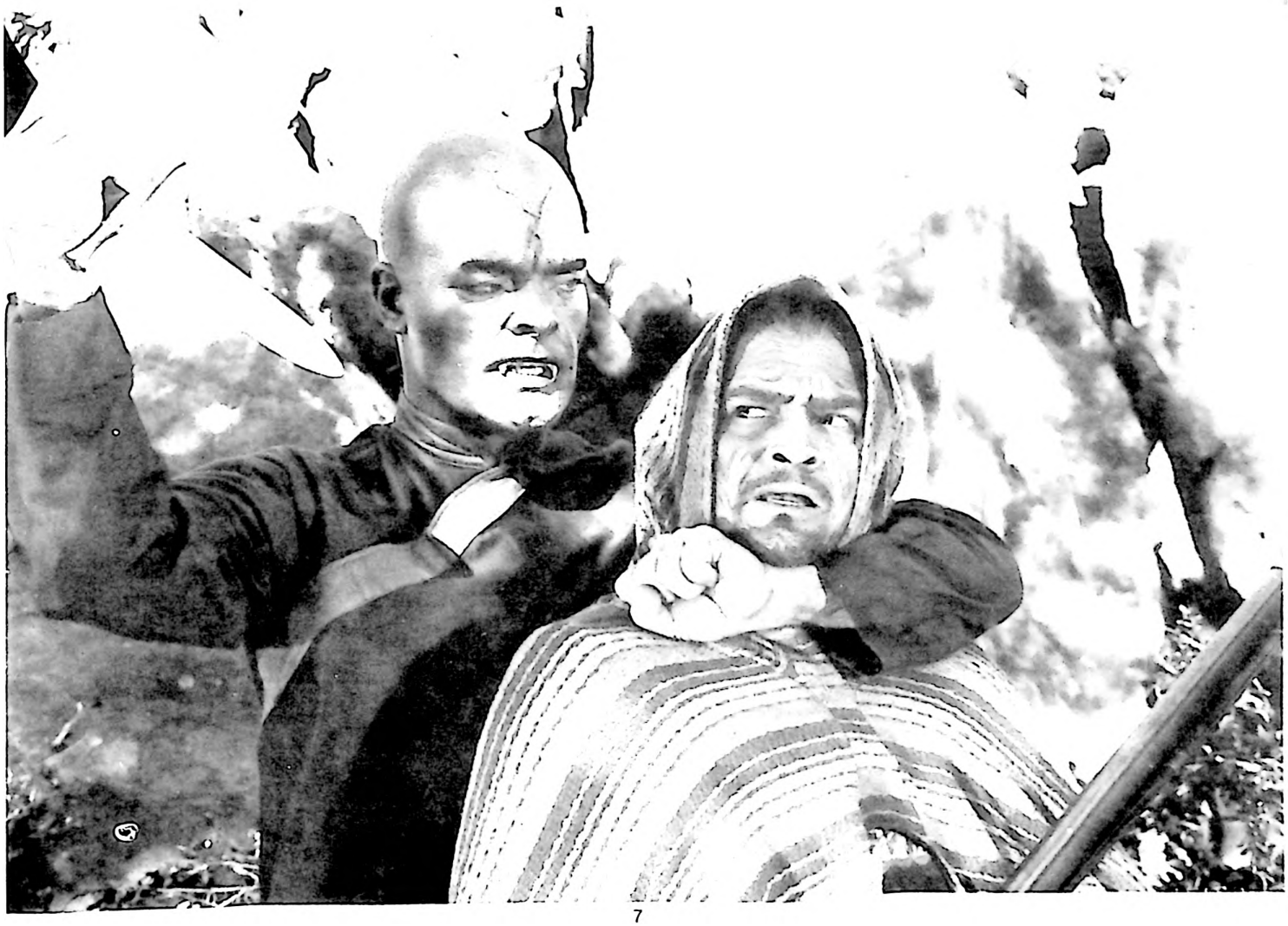
At that moment, Fu Manchu and Loki are near the inner tomb, in the huge stalactite cavern just before it. The Dacoit, who is trying to warn Fu Manchu, rushes in and knocks over an urn, causing a booming vibration that causes the ceiling of stalactites to vibrate. Fu Manchu realizes a loud sound will bring the whole ceiling of the cavern down. He is warned of Sir Nayland and Allan and prepares a trap as the two enter the cavern. With Loki and the Dacoit hiding in an alcove. protected from the stalactites, he goes into a trance and uses his amazing mental powers to cause his Drums to sound. The ceiling starts to vibrate and stalactites come crashing down. Smith and Allan flee, heading for the exit of the cavern, but while dodging the falling rocks, Smith trips and stumbles. Allan goes back to help him and just at that moment the entire roof of stalactites comes crashing down!

No. 11: The Tomb of Ghenghis Khan

As the ceiling of stalactites comes crashing down, Allan spots a large idol that has fallen, providing a shelter from the deadly shower. He yells to Sir Dennis to head for it, and gets under in time. Sir Dennis is dazed by a rock and falls to the cavern floor where he is pinned by several of the stalactites. Fu Manchu and Loki watch from the alcove, protected from the falling missles, and think Smith is at their mercy. They start to pull him out when Allan crawls out from under the idol and holds them at gunpoint. However, the Dacoit who was with Fu Manchu and Loki hurls a small rock at Allan knocking away the gun and attacks him. Loki goes to assist, but Sir Dennis suddenly goes into action, having only feigned unconsciousness, and shoves Loki away. He then scoops up Allan's gun and halts the fight. Fu Manchu and Loki make a break for it, Loki escaping through the entrance, but Fu Manchu is caught. Allan discovers a lever at the side of the wall to the door of the inner tomb and pulls it. There is a rumble and the door to the tomb opens, revealing the sarcophagus of Ghengis Khan and all that was buried with him. All are in awe, with Fu Manchu bowing in deep respect. Sir Dennis tells Fu Manchu that with his plan ruined, he plans to give the sceptre of Ghenghis Khan to the High Lama in Branapuhr to lead the people on the road of peace instead of war. To this, Fu manchu replies cryptically that the decision 'may still rest with Genghis Khan,' and points to an inscription which he translates as saying "Only in Death did I enter here — For you who enter otherwise forever shall you remember and forever regret..."Allan goes inside the tomb, while Sir Dennis guards Fu Manchu.

Inside, Allan spots the sceptre box by the Khan's coffin, and starts to open it. Instantly the stone he is standing on sinks; there is a hissing sound and the tomb door closes. Gas start to fill the tomb. Outside, Sir Dennis is startled

(continued on page 9)



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FU MANCHU — continued from page 7)
and Fu Manchu seizes his chance to smash the control lever to the door with a stalactite. Sir Dennis gets him under control again and ties his hands. He plans to go back to the Temple and get help to break Allan out of the tomb, not knowing of the deadly gas and Allan's plight.

In the tomb, Allan, trying to find an escape, is overcome by the gas and slumps against a wall. Suddenly a panel opens and Allan finds it leads to the outside. Grabbing the sceptre box he rushes away from the deadly chamber, only to find that the tunnel leads to a ledge. He leaps off and dives into the lake below, swimming to shore with his precious cargo.

Meanwhile, Loki and one of the Dacoits have joined up and head for Dragon's Gorge to rescue their master, preparing nooses with which to capture Smith. They succeed in getting at Smith, but Allan, emerging from the lake comes upon the attack and plunges into the frey, knocking Loki over a bank and beating off the Dacoit. Allan tells Sir Dennis he hid the sceptre, and the group takes Fu Manchu back to the temple. On the way they get the sacred scepter. Smith will stay with Fu Manchu, while Allan goes to Fort Branapuhr for soldiers to aid them in case of an attack by the natives.

But Fah Lo Suee, informed by a Dacoit of Fu Manchu's capture and Allan's drive for help has plans of her own. Allan is stopped by a tree placed across the road and then attacked and captured. Fah Lo Suee appears and plans to use Allan to get back her father and the scepter.

Meanwhile, Loki and another Dacoit have made their way to the Templecave and captured a guard, killing him, Loki donning the man's suit, and cutting Fu Manchu loose. The Oriental gets a gun and holds Petrie, Smith, Randolph, Mary and Sirdah Prahni at bay, demanding the sacred scepter of Genghis Khan. Randolph can only hand it over. Outside, Fu Manchu orders Loki to get to their camp and get some dynamite they had there. They will use it to stop any reinforcements coming to aid Sir Dennis.

The two villains set up a mine in the middle of the road and spot Allan's station wagon coming back. What Fu Manchu doesn't know is that Allan is a prisoner and his own daughter and 2 Dacoits are with Allan to bargain for Fu Manchu's freedom! As they come to the mine, Fu Manchu has Loki set it off. The blast hurls the car off the road and sends it crashing down a steep bank!

No. 12: Fire of Vengeance

The explosion occured in front of the car and forced it off the road down the hill. Seeing their work done, Fu Manchu and his Dacoits get into their car and trailer and drive to the wreck. Meanwhile, Allan, who survived the crash, comes to and carries the unconscious Fah Lo Suee to the road. He lays her down preparatory to seeing if she's injured, but hears Fu Manchu's car approaching and decides to hide behind some rocks. The car and trailer stops and Fu Manchu and the Dacoits go over to Fah Lo Suee's unconscious form. The other Dacoits go to help their companions in the wreck. Allan sneaks over to the trailer and tries to reach the sceptre, but when the Fu Manchu group approaches, he hides under the tarpaulin and is taken to the Fu Manchu. At the camp, the stricken Fah Lo Suee is taken inside the tent by her worried father, while two Dacoits start to work on the trailer and the other gets the sceptre and walks off with it. Allan cracks the two Dacoit's heads together and goes after the one with the sceptre, tackling him and knocking him out. He gets the sceptre and rushes to the car, starting it. The Dacoit comes to and leaps for the trailer, while another catches up to the car and gets on the running board, trying to stab Allan. Allan pushes the Dacoit open by slamming the door open with his foot, and drives off. The Dacoit in the trailer hurls a knife at Allan's back but misses. Allan realizes his danger and hits on a plan; swerving the car and trailer wildly until the trailer coupling snaps and the trailer goes off the road. Allan drives on.

Later, Fu Manchu and the hill chieftain confer, Fu Manchu griping about Allan getting the sceptre. However, the Chieftain says that by signaling the other tribesmen by signal fires, the whole Ninhala pass can be made a trap when the Nayland Smith group returns to Fort Branapuhr.

Allan returns to the temple and with the sceptre in one hand, and revolver in the other calls for Sir Dennis. However, before he left, Fu Manchu locked Smith, Petrie, Randolph and Mary in cells. Allan blasts off the lock and frees his friends. They will have to move quickly for Fu Manchu will have the tribes try to stop them.

Their best chance is to drive at night to the fort without lights. They do so. However, via messenger hawks, the tribesman have gotten the word to light beacon fires. Riders are swarming through the valley and as the station wagons of the Randolph group comes through, the tribesmen start firing. A running gun battle ensues. Finally, they come to a spot where things are a little quiet, but Allan and Smith realize there is one more bad spot which can be a death trap for them. He and Allan go ahead on foot to scout. They come to a signal hill and spot tribesmen coming up. Smith is sent back by Allan to the cars while Allan will hold them off, and stop the beacon light. He does this by getting a log and using it as a lever to shove the burning boards of the beacon fire down on the tribesmen. It works, but also fills the narrow gorge with flame, turning it into a fire pit. As Allan finishes this, another hillman climbs over a rock above Allan and jumps him, the two fighting on the beacon outpost. As they battle, they teeter on the edge and both lose their footing and fall into the flame-filled gorge below!

No. 13: The Devil's Tattoo

As Allan and the tribesman fall to the gorge below, Allan saves himself by managing to grab at a lower ledge and hanging on, pulling himself to safety. He runs to rejoin the station wagons and the group drives to the Fort, having gotten through the Nihala hills.

At the fort, the soldiers let the group inside the gate, and soon Major Carlton is congratulating Sir Dennis and the others on their fine work. He then proceeds to have a telegraph message sent to the High Lama in Branapuhr in regards to the sceptre. However, the Lama telegraphs back that he is unable to come, but will send an emissary with an escort to pick up the valued sceptre. What they all do not know is that Fu Manchu has tapped the telegraph line and has picked up the messages as well. He proceeds to lay his plans, ordering the hill chieftain to intercept and capture the emissary, killing the escort. The plan succeeds until the emissary breaks away from the chieftain and his men. However, he is caught by one of the hillmen and brought to Fu Manchu.

The wily Oriental take the man's credential, and donning his clothing and applying a false beard to conceal his own features, prepares to go to the fort with his Dacoits and some hillmen to get the sceptre. He's confident of success. At the fort, he's accepted, and welcomed by Major Carlton, particularly with the credentials. Just then Allan comes in, after the Major says that he wants the

'emissary' to meet Sir Dennis Nayland Smith, the man who recovered the sceptre. Fu manchu has a worried moment until Allan enters, saying Sir Dennis is busy at the moment. Carlton prepares to get an escort for the 'emissary' and insists that the man rest and have some refreshment before leaving. Fu Manchu has to comply, but in the room given him, tells his men that they will have to strike now. He has them prepare the car they came in for a getaway. Fu Manchu then goes to the Major's office and holding the man at gunpoint, reveals his identity and takes the sceptre case. He then locks the Major in a closet.

Meanwhile, the two Dacoits get a sentry with their Thuggee cords outside the Major's office. Allan comes along at that moment and a knife is hurled at him but misses. He tears into the Dacoits. Fu Manchu sees this and manages to get to his car and drives off, crashing through the barrier at the gate to the fort. He has gotten away with the sceptre case. Allan has defeated the Dacoits who are jailed, and frees Major Carlton, who tells him of Fu Manchu. Just then, as the Major prepares to start pursuit, in walks Randolph, and in his hand is the Genghis Khan sceptre. He had taken it out of the case to photograph it for his collection. All Fu Manchu has is the empty case.

At his camp, Fu Manchu is astounded at his failure and makes plans to strike that night at the fort, realizing Sir Dennis and his forces will not expect him to attack again so soon.

That night, the fort sentries admit a hay wagon driven by a disguised Dacoit. The Dacoit then kills the sentry with a blow gun dart and then disposes of the prison sentry the same way, freeing the two captive Dacoits. The three then go to Carlton's office and start a flame of cutting qualities with a combination of a powder and a strange liquid. The Dead sentry, meanwhile, has been spotted and the alert sounded by the bugler. Smith, Allan and Major Carlton hear the alert and a wild search is started in the fort for the Dacoits. The Dacoits have gotten the sceptre and are making their way over the roof of the fort buildings. Soldiers have armed themselves with Tommy guns, and blast one Dacoit as the trio starts to go over the wall. Allan has also spotted them and has been chasing them over the wall. His form is seen by the two soldiers with Tommy guns, and mistaking Allan for a Dacoit, they open fire on him. Allan falls, apparently hit by the volley of bullets.

No. 14: Satan's Surgeon

As the soldiers start to open fire, Allan, who heard the shots, sees his peril and lies flat on the roof, escaping death. He yells down to the soldiers who stop shooting. Meanwhile, at the gate, soldiers there shoot at two figures, one of them a Dacoit, the other the hillman with the sacred sceptre. The Dacoit is shot from his horse but the hillman gets away. Allan is about to go after him, when Smith stops him. Instead of trying an uncertainty in following the rider, they should follow the Dacoit, who is only wounded. He may lead them directly to Fu Manchu. Smith has Carlton assign a sergeant as messenger, and he and Allan and the soldier follow the Dacoit. The trail leads to Branapuhr, to a secluded, dark alley. This is one of the sites of a Si Fan Temple. Allan and Smith send the soldier back for help while they look in the cellar window. They see a Dacoit guard and prepare to take care of him. Smith distracts the man by pounding on the door, while Allan sneaks in through the window and knocking the man out. The two then make their way into a hallway and stop by a grating when they hear voices. Allan is boosted up by Smith and listens. Inside is the remainder of the Si Fan council; the Tartar chieftain, Rhana Sang, the Hindu, the Russian and the Chinese, listening to the wounded Dacoit finish his report. The Chieftain prepares to ride into the Nihala hills to warn Fu Manchu. Just then, two Dacoits appear in the hall as Smith and Allan prepare to go in and capture the Si Fan council. One Dacoit hurls a knife, pinning Smith's gun arm, and a fight ensues. One Dacoit is shot by Allan, while the Si-Fan members, alarmed by the noise, flee to another hall. Allan and Smith get ther in time just as the sergeant with the soldiers arrives and stops the council from escaping. Leaving the soldiers in charge of the prisoners, Allan and Smith head back for Fort Branapuhr.

In Major Carlton's office, Carlton voices the fear that if Fu Manchu manages to break out of the Nihala hills with the sceptre, there will be a gigantic war started by the Oriental maniac. There are three passes from the hills; Carlton will have a man guarding them. He then suggests they get Chief Khandar, leader of a friendly tribe of Tartars to help find Fu Manchu. Allan and Smith go to the village and Khandar agrees to help. Smith and Allan have to ride to deliver a message to the outpost at Ranghi pass, but will meet Khandar at Ranghi Canyon at noon.

The search by the hillmen begins. After many failures, Khandar and his 6 Tartar warriors are successful and spot Fu Manchu's camp. However, they are spotted by two Dacoits who start shooting, and a gun battle ensues. The tide is going against Fu Manchu's men when Loki and Fu Manchu, attracted by the shooting, rush out and see what's happening. Fu Manchu rushes back inside his tent and emerges with the sacred sceptre of Ghenghis Khan. At the sight of the sceptre, the Tartars stop firing and within minutes Fu Manchu has convinced them that he is the one prophecied by the Holy Year to lead them. He wants to war on the British. Khandar, believing himself duped by Smith, agrees to Fu Manchu's command to have Smith brought to the Tartar camp, alive.

Later, Smith, Allan and two soldiers are waiting at Ranghi Canyon for Khandar. Not knowing his new allegiance to Fu Manchu, they are taken in when Khandar says Fu Manchu is a captive at the Tartar village. As they ride in, the two soldiers are jumped by Dacoits and Tartars. Allan and Smith ride for their lives. Allan is shot off his horse and left for dead by a tribesman when he and Smith split up. Smith is bulldogged from his mount, and on is brought into the Tartar village where Fu Manchu is waiting in one of the huts. To Smith's horror, Fu Manchu has set up the hut into an operating room with all the equipment needed. Fu Manchu knows that Smith can get through the blockade, and plans to have him do this. When Smith says he wouldn't Fu Manchu says he would...as a Dacoit. Smith knows Fu Manchu means this and is led, struggling, to the operating table. Soon, he is put to sleep with ether, and Fu Manchu, after triumphantly muttering, "Sir Nayland Smith, slave of Fu Manchu", prepares to operate, performing the hellish surgery that will transform Sir Dennis Nayland Smith, long time foe of the insane Fu Manchu, into Fu Manchu's devoted slave!

No. 15: Revolt!

As Smith was captured, Allan, wounded, had awakened and followed Smith and his captors back to the village. In his pocket is a small bottle of clear liquid labeled "Quinine." After disposing of a gate guard at the village, Allan dons his clothing and makes his way to Fu Manchu's hut. There, as Fu Manchu is about to make the first incision on Sir Dennis, Allan busts in, gun in one hand, bottle in the other, saying the bottle is filled with nitroglycerine. Fu Manchu must release Smith and Allan and let them go

unharmed or else Allan will destroy everything, and the sacred sceptre. The Dacoits, Tartars and Fu Manchu are at bay, as Allan revives Smith. But Smith, still weak, stumbles against Allan who drops the 'Nitro' bottle, revealing it is harmless. As the Dacoits rush him, Smith kicks over the operating table, and Allan hurls the sterlizing tray, filled with hot water, and the bunsen burner. The water scalds the Dacoits, and the burner flame catches on the walls of the hut, setting it aflame. In the confusion, Fu Manchu grabs the sceptre and flees with it. Allan and Smith, trapped, bash out an escape through the side wall of the flimsy hut, and get to horses, riding off. Khandar fears they will tell the British troops, but Fu Manchu has a plan; set up an ambush at Ranghi Pass, where the troops will have to go to get to the village. When Khandar reminds him there are tribes friendly to the British, Fu Manchu reminds him of the sacred sceptre and has Khandar tell the tribes to look to the skies. What he has in mind is not yet apparent.

Smith rides to the fort to get Carlton and warn him of the revolt; Allan decides to go back to the village and make sure Fu Manchu doesn't get away. He is almost found by some Tartars but escapes them. At the fort, Smith tells Carlton that Fu Manchu is in the village with the sceptre. He wants Carlton to send troops to capture the man. But most of the troops are in the hills; he can send a Squad of Cavalry. Soon, he and Smith are at the head of a detail, riding for the hills.

Meanwhile, Allan has sneaked into a native camp to see Khandar harranguing the tribe to revolt against the English. When they are hesitant, he suddenly tells them to look to the skies; they do and see the sillhouette of the Sacred Sceptre of Ghenghis Khan shining in the sky. Now they will follow Khandar. The ambush is being set up. Fu Manchu has caused the sky illusion by attaching a cone to the spotlight of his car and with the sceptre on the light, he uses it as a projector.

Allan gets to his horse and rides madly to warn the troops of the ambush. Meanwhile, the troops and Smith and Carlton have seen the sillhouette and know there's trouble ready for them. The hill people open fire and a minor war is erupting. Both hillmen and soldier are either shot or killed in the skirmishing. Allan joins the troops and he and Smith decide to get to the Tartar village and stop Fu Manchu, for the sillouhette of the Sceptre is the spark that drives the tribes.

The two ride, but are almost shot by pursuing tribesmen. However, they cleverly fake being hit and ride on. They arrive at some rocks over the village and unlimnber their rifles. Within seconds, they have shattered Fu Manchu's spotlight, causing the sceptre sillohuette to vanish, and the tribes to mill around in bewilderment.

The Dacoits are shot by Allan and Smith, and Fu Manchu and Loki, knowing the jig is up, flee to the car to drive off. Loki, however, is shot and killed, while Fu Manchu makes it and drives off. Allan rushes over some rocks to head off Fu Manchu and leaps onto the top of the car and lowers himself onto the running board. He struggles with Fu Manchu, who has drawn his gun, with the car going out of control. The vehicle crashes over the mountainside with Allan and Fu Manchu!

Later, at the Tartar village, the High Lama of Branapuhr is speaking before the tribes, praising Sir Dennis, Petrie, Randolph, Mary and Allan, who has survived the crash, but whose head is bandaged and arm is in a splint. If not for them, the Lama intones, the tribes would have been led on the path of war.

But even as the praise for our heroes goes on, in the inner tomb of Genghis Khan, we find Fu Manchu, who also survived the crash, his arm bandaged but hidden in the folds of his robe, bowing before the sarcophagus of the Khan and intoning:

"Oh, greatest of Khans. I stand before you in all humility. Your Sacred Sceptre reposes in the hands of my enemies. My plan to conquer this land as you conquered it has been burned away in the rifle fire of alien soldiers. But there will dawn another day — a day of reckoning, when the forces of Fu Manchu will sweep on to victory. This I pledge you!"

And you know, he just might succeed!

THE END

THE LOST CITY

THE FINAL PART IN OUR IN DEPTH LOOK AT THIS CLASSIC CLIFFHANGER

By Ron Vivian

Gorzo's about-face is as miraculous as Hugo's appearance in the Hut of the Sacred Council in Chapter Seven — and for the same reason. The answer is at last revealed: the writers, forced to change Gorzo's loyalties so that our friends may safely gain access to the city, apparently could think of no better means to do it other than simply having the little man disappear for a couple of chapters in the hope that the audience would forget all about him in the subsequent excitemen and, when he did reappear, that they would conveniently overlook the gaping holes in his preposterous story. Clearly, this is stretching the viewer's willing suspension of disbelief to the breaking point. How much more logical for Manyus to escape once again, forcing Gorzo to return empty-handed to the city where he might overhear Zolok confessing his perfidy concerning the dwarf to Appolyn, or see it in Zolok's private papers, or discover it in a dozen other possible ways. Of course, the writers' decision did have two major advantages in that it was both simpler and cheaper not to have to shoot the extra scenes. Logic must bow before budget every time.)"

Appolyn has made good time returning to the city to deliver his prisoners into the hands of the triumphant Zolok who, rubbing his hands in glee, wastes no time in having his loyal servant warm up one of his most destructive antipersonnel weapons, the fearful Death Ray. "All right, we'll test it!" "Very well, Sir!" The machine makes a grand display with its loud humming, smoke, and the obligatory built-in sparking Tesla coil. "Enough!!" "Master, it's a success!" "Get the prisoners!!" "Yes, Master!"

Concerned for the safety of his party, Butterfield does not realize that Gorzo has inadvertantly led them directly into the Path of Skulls until he finds his natives deciding to head back to the safety of the post at full gallop with unmistakable vocal accompaniment. He is as unsuccessful at halting their flight as he was the previous time. As their mad shrieks fade into the distance, the three white men take stock and do the only thing they can: go on by themselves. Meanwhile, Zolok, his face twisted into an expression of evil incarnate, watches as the prisoners are forced into the laboratory. "Appolyn," he instructs in the most sneering of tones, "give this young electrical genius the seat of honor." "Yes, Master! Come!" The evil one confronts his sworn enemy. "Now, how do YOU like it, Mr. Gordon?...it's fitting, Dr. Manyus, that you should be here to witness the first major experiment of your own invention — the Death Ray!!" Manyus is outraged. "Zolok, spare us this horror!" Zolok ignores his plea and orders Hugo to watch him and Natcha as Appolyn prepares the ray machine. "All ready, Master!" "Go ahead!!" To provide the greatest possible mental anguish for the prisoners, Appolyn uses the ray to slice through the length of a metal table at the other end of which is situated the execution chair into which Bruce is strapped. As the beam approaches its struggling victim, Natcha can stand no more: "Stop it! Stop it!!" Now the streak of doom has cut entirely through the table and in the next instant will sever Bruce's hand at the wrist! Natcah screams!

Chapter Twelve: "The Mad Scientist"

Once more good fortune snatches Bruce from the clutches of a terrible demise. Just as Natcha screams, the ray of destruction vanishes without warning, leaving Bruce untouched, Natcha about to faint, Appolyn frantically working the controls, and Zolok open-mouthed and livid beyond words at being cheated anew out of his long-cherished vengeance against the young engineer. "What happened?!" "I don't know, Master!" "Well, don't stand there like a mummy!! Get down to the power house and see what's wrong with the condensers!" "Yes, Sir!"

But what was the cause of this miracle? We speed to the powerhouse much faster than Appolyn can and find...Butterfield and company! A short time before, Gorzo had led the way in through the still-defunct Tunnel of Flame. Ever practical, his first thought was to cut the power so that Zolok would be unable to spy on them with his TV, unaware that Zolok has been so busy chortling over Bruce he has had no time for TV. Proceeding swiftly to the powerhouse, Gorzo opened the main power switch leading to the control room at the last possible second, unknowingly saving Bruce's life. Now, the adventurers rush to the door before they are discovered, but — too late! "Here comes Appolyn! Get down!" As the heavy enters the half-light of the powerhouse, Butterfield stuns him with the butt of his gun. While the others tie him up, Gorzo secures Appolyn's light key. Slapping the heavy awake, Butterfield holds his pistol to the man's head for emphasis. "You've got to get Zolok out of the control room — or else! Come on!!"

Back at the control room, the three men, with nothing much else to do until the power is restored, pass the time of day with a pleasant chat. Manyus leads off: "Zolok, you have lost your mind!" "He had no mind to lose!" counters Bruce. Zolok's witty riposte is interrupted by the voice of Appolyn over the loudspeaker. "Master Zolok, come to the power house — quick!" Leaving Hugo and another giant standing guard, Zolok grimly leaves for his appointment with destiny. Natcha waxes ecstatic over the timely power failure. "Oh Father, my prayers are answered. What could have worked this miracle?" "Providence uses its own agents, my dear."

Having swiftly bound and gagged the hapless Appolyn and locked him in a closet, his usefulness now over, the trip ambushes Zolok as he enters and renders him infinitely more cooperative by applying the butt of Butterfield's gun to his skull. "Public Enemy no. 2!" exults Jerry. "What'll we do with him?" "Lock him in the steel dungeon!" advises Gorzo. "I'll go to the control room. The giants are there alone. They'll obey me." "All right," agrees Butterfield, "We'll take care of this maniac. Come on, Jerry!"

Natcha, her nerves frayed expecting the reactivation of the Death Ray and Zolok's return at any moment, moves to free Bruce from the chair of doom so that he may have at least a chance of surviving. Instead of going for the girl, Hugo for some reason attacks Manyus, who has not made a move. The old man tries to bluff his way out of certain death. "Stop! Stop this I tell you! I am master now!" The towering zombie, literally deaf to his commands, is about to crush the man of science when — "Stop it! Stop it! Stop it! The Master's orders! Get back to your quarters!" Gorzo, seeking to free the prisoners, has entered just in time. Hugo sets down the old man and both giants leave.

Relieving Zolok of his light key, our two friends incarcerate the would-be overlord in his own cell. Butterfield is exultant at having conquered his old enemy. "At last I've evened that score." "Aw, that padded cell just fits that screwy guy!" Hurrying to the control room, they find to their relief that the prisoners are unharmed. Bruce asks about Zolok. "I owed him a debt and I've paid it off. He won't bother us any more." "You didn't — kill him!" asks a concerned Natcha. "Nah! We put him in the cooler!" Manyus speaks to Bruce. "My son, I believe you have accomplished your mission." "Not altogether." "What remains to be done?" "To render this apparatus useless, that has been causing such world-wide havoc." "You're right. Zolok has shown us that these instruments can be a dreadful menace."

Meanwhile, Butterfield asks Gorzo to assure Fungo and the natives waiting just outside the former Tunnel of Flame that the city is now harmless and to invite them inside. As Gorzo leaves on his mission, Bruce realizes that their next move is to radio for a rescue party. Manyus, as always, is well prepared. "I have a shortwave transmitter that will carry your message to any part of the world. I will put on the connections now. Would you like to see it, Mr. Butterfield? And you, Jerry? Very interesting!" The tender glances so often exchanged by Bruce and Natcha have not been lost on the canny old scientist, and he leads the others away so as to give the young lovers a few precious moments alone. Otherwise direct, Bruce is now as nervous as a schoolboy asking for his first date. "Natcha...when I've accomplished my mission here, I'm going back home. Will you come with me?" "Why, yes. Father and I have wanted to go for so long." "What I — what I mean is...when we get back...will you marry me?" "Yes, Bruce."

While Manyus readies his transmitter, the others have been busy (off-camera) wrecking Zolok's electrical storm generating machinery beyond repair. Jerry now bursts in, interrupting Bruce's sweet words of love to his intended. "Bruce! The doctor's got one of the greatest ultra-shortwave transmitters I've ever seen in me life! Get on there; he's got it all hooked up! C'mon!" Bruce tries to reach his contact, CQ, but his call is picked up instead by a commercial airliner, Airshop P-15 of Daytown Kiowa Airways.

As Bruce excitedly pours out his story over the microphone, the now forgotten Zolok stirs and shakily regains his feet. Slowly, realization dawns on the man that not only is he a prisoner in his own cell, but his mortal enemies are now in complete control of his precious city. The shattering defeat of his obsession to rule the world topples Zolok's mind, already teetering on the edge of sanity, into the abyss of complete mental collapse. But, sane or not, Zolok is far from finished. Cackling horribly, the madman stumbles to the door, removes an overlooked acid capsule from his belt and, muttering "The stupid fools — the stupid fools!!" to himself over and over, pours the contents into the lock (author's note: Zolok must have had a keyhole built in for just such an emergency — light keys don't need keyholes!) The crazed electrical genius pushes open the smoking, ruined door and shuffles into the metal corridor, his movements impeded by the strange limp he has somehow acquired, his twisted brain filled only with fiery thoughts of vengeance. "NOW we shall see who's the Master!! Hahahahaha..."

Unaware of this grim turn of events, Bruce finishes his story, telling of their destruction of the storm generator and of Manyus' unshakeable fidelity to his fellow man, though forced into cooperating with Zolok. P-15 comes back with good news. "Your call has been relayed to British airbase. Relief ship on the way." Manyus is greatly relieved. ed Bruce. Butterfield smiles sardonically. "That's the end way to recovery." The five, their work done, head swiftly for the tunnel to rejoin Gorzo and await the relief ship. No sooner do they disappear than Zolok emerges from a corridor and immediately enters the deserted control room.

Gorzo, in the meantime, is trying to sell a free tour of the Lost City and finding that Fungo tends to read the fine print before buying. "Butterfield wants you come in Lost City!" "No, no! We no go — in!" "You have nothing more to fear. Zolok has no more power!" "You show us big white doctor!" "Big white doctor come! Now he come!" Manyus verifies Gorzo's story and urges the natives to serve well their master, Butterfield. The adventure over at last, Gorzo solemnly bids everyone farewell. He has grown fond of his friends, but realizes his life is best lived amongst his own people and so sets off alone on his trek back to the Spider village.

If Zolok though to surprise and recapture his enemies inside the control room, he is doomed to disappointment. The power still cut, he finds nothing is working except, inexplicably, the TV, which gives the lunatic a ringside view of his former servant's departure. This latest perfidy is the last straw. "They're all mad!" he babbles, "But I'll show them! My power! Hahahahahaha!!!" Knocking a machine to the floor, the maniac crosses the laboratory and returns with an emergency power pack which he installs within the Death Ray machine.

A sound in the sky draws Fungo's attention. "Bwana! Look! Look! Big bird come!" It is a squadron of biplanes (author's note: not a helicopter to be seen and no landing strip within a hundred miles!). Bruce smiles. "Those planes are going to take us back home, my darling." Butterfield adds a somber postscript. "Yes, you will go...but I'll — I stay in Africa." "But why don't you go with us, Mr. Butterfield?" inquires Natcha. The reply is simple but eloquent. "Africa is my home."

Still raving, Zolok turns on the Death Ray machine to instant full power, doubtless to revel in the prodigious energy at his command. It is his final mistake. The unprotected circuitry cannot sustain such a massive overload; a microsecond later, the control room and all within it are vaporized. The mighty detonation next touches off the power house and its immense stores of energy, blowing the top off Magic Mountain with the roar of a hundred thunderclaps and leaving no recognizable trace of the once-fabulous empire. "The Lost City!" exclaims a shocked Bruce. Butterfield smiles sardonically. "That's the end of that maniac, Zolok!" Manyus' voice is brimming with emotion. "The world will never realize what good you have done. I am proud of you, my son." "And I am, too, Bruce," adds Natcha. The couple embraces as their friends look on, smiling contentedly and secure in the knowledge that this man and woman will henceforth live their lives as one, in peace and happiness.

THE END

S.W. wishes to thank Ron Vivian for his time and effort in recreating what many serial fans feel is almost a forgotten serial, The Lost City. We hope you enjoyed this in-depth article.

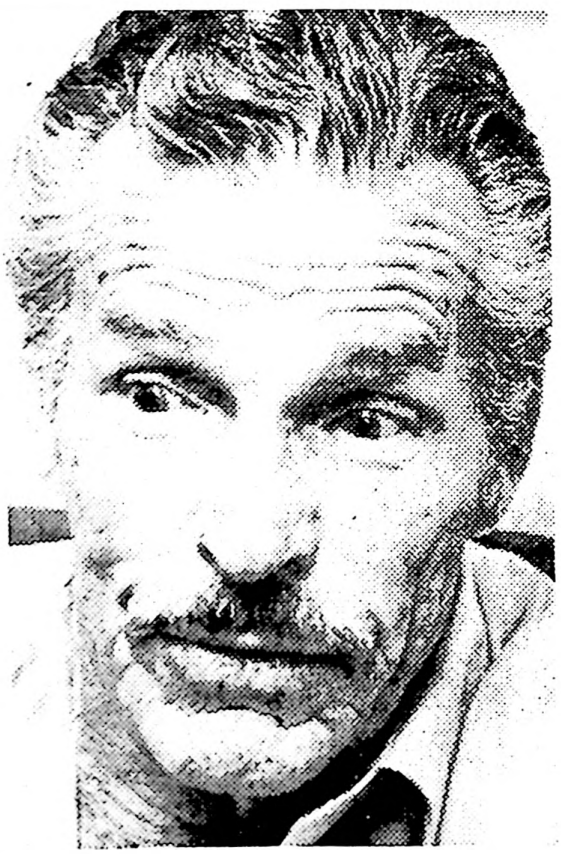
FLASH! IT'S NOT BUCK OR EVEN

You can call him Flash Gordon. You can call him Buck Rogers. You can call him Captain Gallant of the Foreign Legion or even Billy the Kid. To generations of fans, he was and is all of these. But he prefers to be called simply Buster.

"Just call me Buster. Mr. Crabbe sounds so formal," he said during introductions earlier this week when he spoke at the Theater Owners of Indiana Convention in the Hyatt Regency hotel.

Buster Crabbe. That simple, juvenile-sounding name endeared him to millions who have enjoyed watching his exploits in film and television. And it was mostly the juvenile audiences that kept Crabbe continuing in countless action cliff-hanger serials and movies of the '30s through the '50s.

He looks years younger than his age of 73, probably owing to his continual physical conditioning and his fondness of traveling.



"I enjoyed the villain role more...because the leading man couldn't afford to look at women..."

According to Clarence Linden Crabbe, his father first called him Buster when he was a boy. (Though one account insists that the nickname was coined because he continually "busted" swimming records, leading to a gold medal in the 400-meter freestyle race in the 1932 Olympic Games.)

"Even my daughter calls me B.C. now," he said. "She used to call me dad."

Buster Crabbe didn't realize how popular he would be in his most famous role, that of Flash Gordon in four serials of the late 1930s. He thought the filmed versions of Alex Raymond's comic strip would never fly.

"I didn't want to do the Flash Gordon thing," he said. "Remember, this was October 1936, before actual space travel. The story sounded crazy. Three crazy people in a rocketship?!"

In fact, Crabbe never wanted to be an actor. "I wanted to be an attorney," he declared. After two years at the University of Southern California, he dropped out to make $100 a week from Paramount studios. He had every intention of using his earnings to pay for his last two years of law school.

He never returned.

Besides the "Flash Gordon" serials, Crabbe starred in four science fiction movies: "Flash Gordon" (1936), "Flash Gordon's Trip to Mars" (1938), "Buck Rogers" (1939) and "Flash Gordon Conquers the Universe" (1940).

His first starring role was as Kaspa, the Lion Man, in "King of the Jungle (1932). This was an obvious imitation of the successful Tarzan" films of the era starring Johnny Weissmuller.

From 1941-48, much of his time was spent on 45 so-called "Billy the Kid" westerns, which were cheap, quick, low-brow productions with an emphasis on comedy.

In the 1950s, television demanded much of Crabbe's time. In 1951, he hosted a daily children's program on WOR in New York City. He also did a show emphasizing physical fitness. In 1954, he starred in a series titles "Captain Gallant of the Foreign Legion."

The man who mesmerized children in theaters during the '30s doesn't feel there is too much in the way of entertainment for children today. He endorses movies like "The Muppet Show" and the television productions of "Sesame Street." But he doesn't agree with most movies today. "I'm old-fashioned," he said.

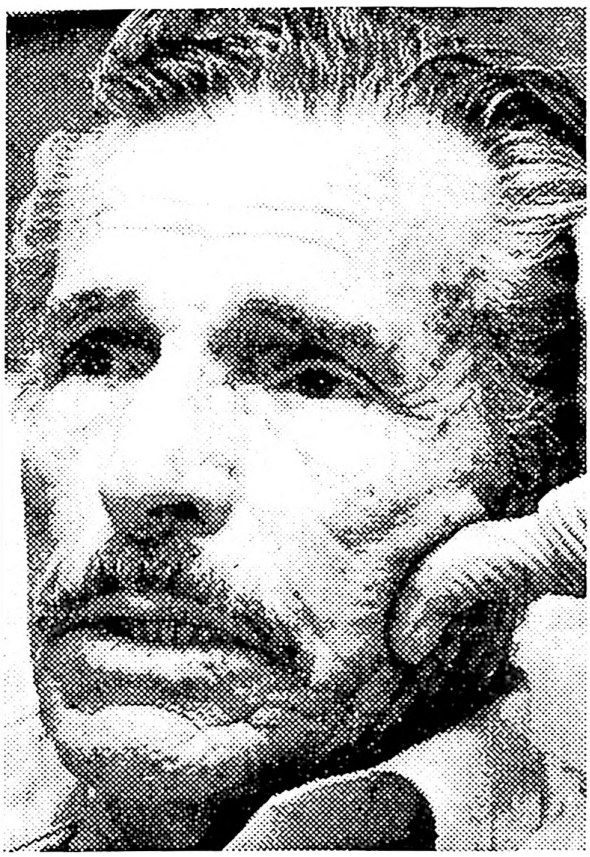
He analyzed the recent remake of "Flash Gordon," starring Sam Jones. It was too tongue-in-cheek, he said. The stilted dialogue was never believable, he said.

Many persons who have seen the Flash Gordon serials when they were first released seem to remember that when Buster spoke, he *was* Flash Gordon, not an actor saying his lines.

Crabbe admired actors Frederic Marsh, Melvyn Douglas and, especially, Akim Tamiroff, who in Buster's words "was too good to copy."

Reprinted from the Indianapolis
Star, Fri., Nov. 27, 1981 — By John Hawn

BILLY, IT'S JUST PLAIN BUSTER!



"I didn't want to do...Flash Gordon...this was 1936, the story sounded crazy."

Tamiroff was notorious for playing the roles of villains, something Buster had several chances to during his sagebrush dramas during the '50s.

"I enjoyed the villain role more," Crabbe said. Why? "Because the leading man couldn't afford to look at women the way they wanted too." But the villain could.

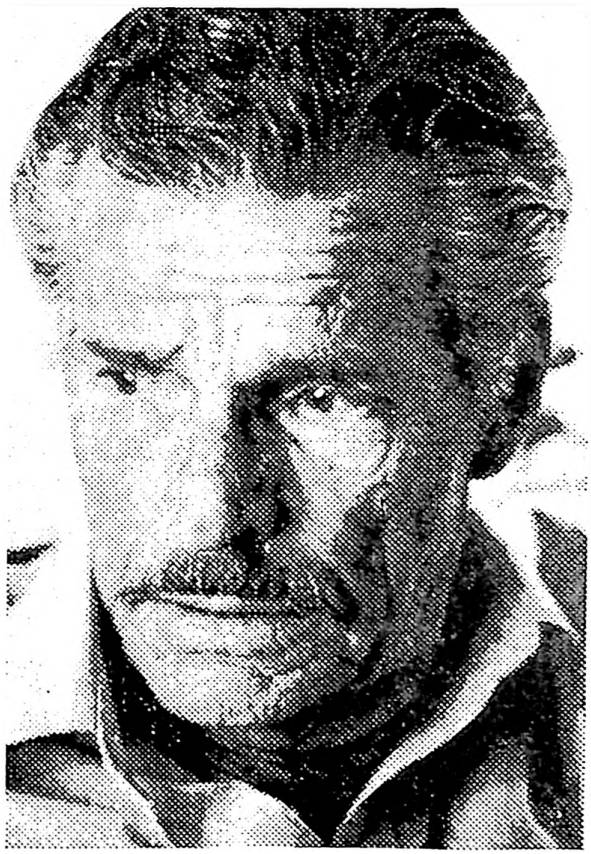
Crabbe the actor is more proud of Crabbe the athlete. Throughout his life he has exercised and shared his knowledge with people. The achievement he is most proud of is a book he wrote for elderly people.

"As you grow older, you wonder what the hell you contributed to the world," he said. "At one time I thought that maybe I brought a little excitement in the lives of kids during serials." But that wasn't enough.

"I noticed exercise books didn't give a damn about old people," Crabbe said. So he wrote one, titled, "Energystics," for Playboy Press. Unfortunately, the book didn't sell well.

Crabbe's last stab at the movies came in the early 1970s in a film titled "Comeback Trail." The film is a black comedy about two movie producers who try to kill their aging star for the insurance money. Crabb played the actor attempting a comeback.

The movie contained what Crabbe referred to as "foul stuff" in the final cut, and the film was never released. He said he was embarrassed when he saw the completed movie for the first time at a private showing for his friends in New York.



"You wonder what...you contributed to the world...maybe I brought a little excitement."

Our thanks to Grady Franklin for sending this newspaper interview to us.

John Hart

George Reeves

Kane Richmond

Dick Purcell

Judd Holdren

HOW DO YOU RATE TH

VOTE NOW FOR THE NUMBER ONE STAR!

Jim Bannon

Charles Quigley

Dave Sharpe

Back when SERIAL WORLD was just a baby sort to speak we had a serial writer rate his top serials. Well, after the issue was read by our readers the fur began to fly. Folks said "How could he say that SPY SMASHER was not as good as TRADER TOM OF THE CHINA SEAS?" There was a lot more flack, but we don't want to go into that here at this time. We decided to rate the serial heros. However, rather then do this tiny task by ourselves we decided to sit back and let you, our royal readers decide who your favorite serial hero really is. On this page you will see many of the serials beloved heros. Some made only one serial and went on to bigger and better things. Some made only one serial and were never heard from again. Some made many serials and became famous for their various roles. We have our favorites and we will list our top ten with the other compiled list from you readers in the next issue. What we want to see are a list of the stars you feel are the top serial stars. And most of all who you feel deserves the title HERO OF THE SERIALS. And please do not go by the stars on these pages. If you have other favorites we want you to list them. The star with the most votes will receive a beautiful trophy if he or she is still living and we will have coverage of the presentation. Remember you are not voting for any stars one role, just who you feel should reign as the top serial hero.

All votes will be counted and you can send your votes on the ballot on page 17 or you can xerox the page should you not want to butcher your copy of SW.

Or you can list the stars you chose on a blank page of paper and send with your name and address to: SERIAL WORLD, P.O. Box 64345, L.A. Calif. 90064.

Don't put this off. Vote now as we want to get the results to you by the next issue. We have a deadline, but will not give that out as we want you to vote right away. Oh, if your top ten list matches the final list we have compiled in the next issue we'll give you a free 4 issue subscription to SW.

So tell us who the all time serial hero is and we'll do the rest.

Ralph Byrd

Ken Curtis

Lee Powell

Buster Crabbe

Buck Jones

Herman Brix

Sammy Baugh

Tom Neal

IOSE SERIAL HEROES?

OFFICIAL BALLOT

THE TOP SERIAL HERO SHOULD BE:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

NAME _____ ADDRESS _____ CITY _____

Richard Simmons

Tom Steele

Crash Corrigan

Tom Tyler

Kirk Alyn

Warren Hull

Rod Cameron

George Wallace

John Hart

George Reeves

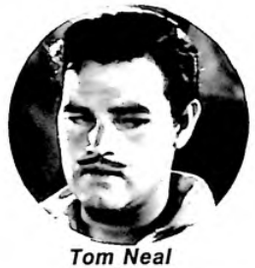
Kane Richmond

Dick Purcell

Buck Jones

Herman Brix

Sammy Baugh


Tom Neal

HOW DO YOU RATE THOSE SERIAL HEROES?

Judd Holdren

Richard Simmons

Jim Bannon

Tom Steele

Charles Quigley

Crash Corrigan

Dave Sharpe

Tom Tyler

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6. _____
7. _____
8. _____
9. _____
10. _____

NAME_____ ADDRESS_____ CITY_____

NEW ADVENTURES OF BATMAN AND ROBIN

by Charles McCleary

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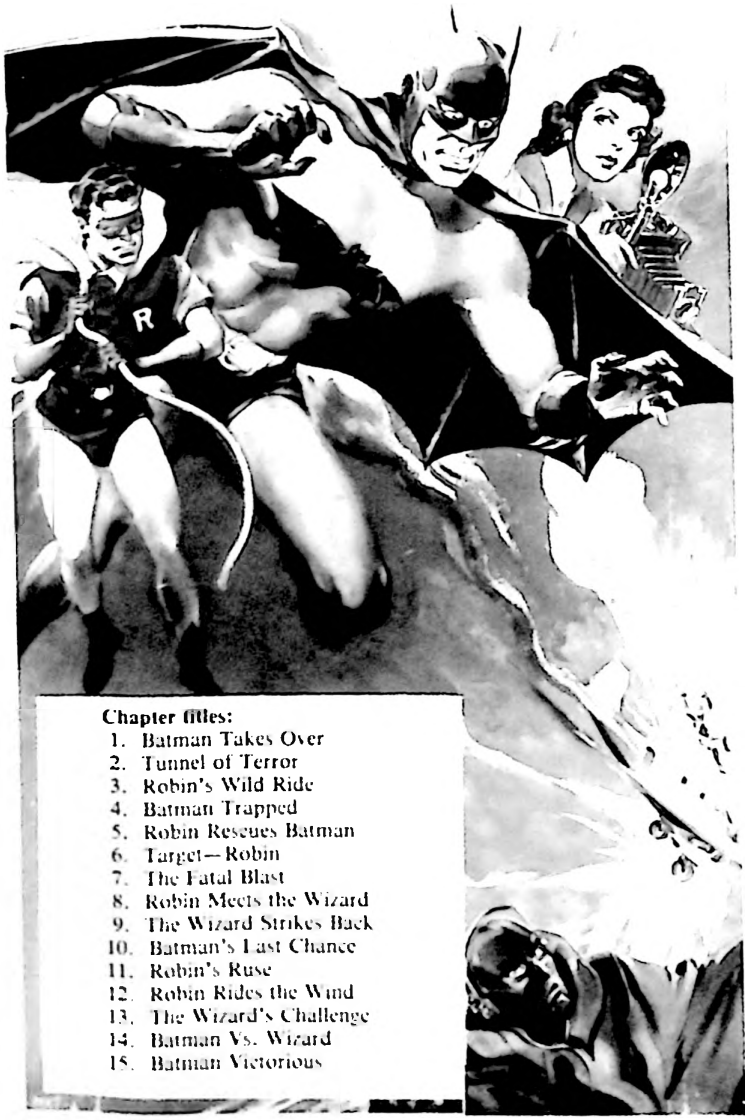
Credits:

Directed by ..... Spencer G. Bennet
Produced by ..... Sam Katzman
Assistant Director ..... R.M. Andrews
Photography ..... Ira H. Morgan
Musical Director ..... Mischa Bakaleinikoff
Film Editors ..... Earl Turner and Dwight Caldwell
Screen Play By ..... George H. Plympton, Joseph F. Poland and Royal K. Cole
Set Decorator ..... Sidney Clifford
Art Director ..... Paul Palmentola
Production Manager ..... Herbert Leonard

Based on the Batman comic feature appearing in Detective Comics, Batman Comics and World's Finest Comics.

Cast:

Batman (Bruce Wayne) ..... Robert Lowery
Robin (Dick Grayson) ..... Johnny Duncan
Vicki Vale ..... Jane Adams
Commissioner Gordon ..... Lyle Talbot
Harrison ..... Ralph Graves
Nolan ..... Don C. Harvey
Professor Hammil ..... William Fawcett
Carter ..... Leonard Penn
Barry Brown ..... Rick Vallin
Dunne ..... Michael Whalen
Evans ..... Greg McClure
Earl ..... House Peters, Jr.
Jason ..... Jim Diehl
Alfred ..... Eric Wilton
Roger Morton ..... Marshall Bradford
Jimmy Vale ..... Hal Landon
Ives ..... Rusty Wescoatt
The Wizard ..... ??????



Chapter titles:

1. Batman Takes Over
2. Tunnel of Terror
3. Robin's Wild Ride
4. Batman Trapped
5. Robin Rescues Batman
6. Target—Robin
7. The Fatal Blast
8. Robin Meets the Wizard
9. The Wizard Strikes Back
10. Batman's Last Chance
11. Robin's Ruse
12. Robin Rides the Wind
13. The Wizard's Challenge
14. Batman Vs. Wizard
15. Batman Victorious

Chapter 1: Batman Takes Over

Batman (Bob Lowery) and Robin (John Duncan), whose real identities as Bruce Wayne and Dick Grayson are known only to their faithful attendant, Alfred (Eric Wilton), receive an emergency call for help from Police Commissioner Gordon (Lyle Talbot) of Gotham City. An important government project, a remote-control machine, has been stolen from the Research Plant, by some armed men in an armored car.

Investigating, Batman and Robin lern that the machine is the invention of Professor Hammil (William Fawcett), an eccentric invalid. Hammil has retired to his big mansion by the sea, but now makes an unexpected appearance and denounces the Research officials for their carelessness in losing his precious invention. Hammil is wheeled in a chair by a constant attendant, Carter (Leonard Penn). They depart as suddenly as they came.

Hammil returns to his mysterious mansion, dismisses Carter, gives himself an electrical treatment, then vanishes. In a secret, underground cavern, a cloaked, hooded figure known as the Wizard (Leonard Penn), appears. His men are just setting up the stolen machine. The Wizard tells them that their next job is to be the theft of some diamonds, which the machine uses.

On a quiet Sunday afternoon, a wholesale jewelry concern is broken into and robbed. Bruce and Dick are out riding with Vicki Vale (Jane Adams), a commercial photographer. They hear the blast from the jewelry store. Bruce gets rid of Vicki by a ruse, so she will not learn their true identities. Then Bat-

man and Robin rush to the scene of the robbery. They intercept and capture three of the men; but others escape with some of the diamonds. The police pursue and overhaul another car; but it is empty and was controlled by remote control to divert the attention of the police.

Barry Brown (Rick Vallin), Gotham City newscaster, now broadcasts the startling news that the remote control machine is to be used to rob a plane which will carry valuable diamonds. Batman arranges to be at the controls of the plane, when it takes off.

The plane is pursued by another, which displays the pirate insignia. Batman seems about to escape; but the Wizard is informed of the situation and brings down Batman's plane by remote control. His men order Batman to throw out the package of jewels. Batman does so.

Then the Wizard, in his secret hideout, touches another control. The plane, with Batman and Robin in it, catches fire, then explodes.

Chapter 2: Tunnel of Terror

Warned by the first flash of fire, Batman and Robin escape from the side of the plane opposite to the heavies, just before the blast. They work their way through the brush and climb into the other plane. The heavies return to this and resume their journey. Batman daringly retrieves the package of diamonds from them. He and Robin escape from the plane as it lands.

Nolan (Don Harvey) the Wizard's aide, takes the package of diamonds to his leader. Opened, it proves to be empty, save for the seal of Batman.

Batman and Robin, meanwhile, have tried to follow the heavies, but lose the trail at the edge of a cliff overlooking the ocean. Finding an abandoned car, they start back to town.

Passing Professor Hammil's house, which is not far from where the men vanished, they hear a girl scream. Investigating, they find Vicki in an electrical trap, inside the Hammil grounds. As they release her, Hammil appears abruptly, wheeled by Carter. He denounces them angrily as intruders, but backs down suddenly and becomes almost apologetic as Batman berates him.

Batman and Robin report to Commissioner Gordon. The latter wants to know where Barry Brown gets the information he broadcasts. He says he is on his way to ask Bruce Wayne to help him. Batman and Robin leave hurriedly to get home ahead of Gordon.

Bruce agrees to help Gordon on the Brown angle. Bruce and Dick depart for Brown's home, from which he broadcasts it. As they park nearby, they see a private detective Dunne (Michael Whalen), leaving Brown's home. Hoping to uncover a clue, they trail Dunne. On the way, they catch a broadcast of Brown's, who says that the remote control machine is to be used again to rob a train which is leaving the city that day. When Dunne leads them to the railroad yards, Bruce and Dick realize they are on the right trail. Bruce follows Dunne through the yards, but loses him. He then sees two thugs attacking a freight cleark. The thugs escape, but Bruce learns from the clerk that the men were trying to learn what train an assignment of a new explosive, called X-90, was to be shipped. The train has already left; but Batman and Robin start after it.

The Wizard is informed what train the explosive is on. He contacts his other men, in a car down the tracks, and tells them that he will stop the train at a certain spot. He does so and they board it. The train starts again as Batman and Robin arrive at the scene. Batman daringly transfers from the speeding car to the moving train. The men on it see him and attack. Batman battles with them on a car top. The train dashes into a tunnel. Batman is apparently knocked from the top of the speeding train.

Chapter 3: Robin's Wild Ride

Batman throws himself to the car roof and clings to a ladder as the train flashes into the tunnel, then out again.

The Wizard is informed by another of his men in a car that Batman has boarded the train. He stops it again.

Nolan and the others force the baggage clerk to give them a box of the explosive, but are then attacked by Batman.

Robin arrives in time to delay reinforcements which come to Nolan's aid.

The heavies escape with the explosive. Batman and Robin pursue in their car; but the Wizard burns out the car ignition with his machine and the heavies make their getaway.

They deliver the explosive to the Wizard; but he angrily scolds them for failing to get a supply of the special detonator needed to operate the explosive. He reveals that he has a plan to that end.

Barry Brown broadcasts the news that Roger Morton (Marshal Bradford), inventor of the explosive, is stopping at a certain hotel. Acting on this tip, the Wizard sends men to kidnap Morton. Vicki has come to interview the inventor. She tries to interfere, but is locked in a closet.

Morton is taken to a hideout. The Wizard appears mysteriously, places Morton under hypnosis and makes him tell that the detonators are at a certain spot in the Research Plant.

Vicki escapes from the closet, notifies the police, then goes to Bruce's. While she is there, Commissioner Gordon flashes the Bat-signal for help. Bruce is forced to trick Vicki again. As Batman, he speeds to the Research Plant, with Robin. Hammil and Carter have also gone there. The heavies now steal the detonators from a vault, aided by somebody inside the plant. As they are leaving in a truck, Batman and Robin arrive. The heavy truck tries to run them down, but Batman cleverly avoids, then pursues it.

The heavies try to shake off the pursuit, but Batman rapidly overhauls them. They call on the Wizard for help.

Batman overhauls the heavies on a mountain road. He attacks them; but the Wizard sends an electrical charge at him that renders him helpless, then knocks him over the edge of a cliff.

Chapter 4: Batman Trapped

Batman is saved when he falls into a tree near the foot of a cliff and clings to a branch. He descends to the ground, then starts a long climb back to the top.

Robin is captured after a chase and put into the truck. As it starts away, Robin cuts open a cement bag. The trickle of cement leaves a trail for Batman to follow.

At the truck arrives at the hideout where the inventor, Roger Morton, is held prisoner, Robin escapes from it. He eludes the heavies after an exciting chase and hides on top of the cabin.

Batman finds the trail he left and starts to follow it.

Robin daringly makes his way into the hideout, which is called Rendezvous A. The Wizard again appears mysteriously and tries to force Morton to tell where he keeps a secret formula by which his explosive can be transformed into a source of great power. Before Morton can tell, Robin's presence is discovered. He tricks the heavies and makes an escape. The heavies pursue and capture him. But Batman arrives and frees Robin.

Trying to escape, Morton is injured. The heavies flee. Batman and Robin break in. The Wizard appears and is about to

(continued on page 20)

shoot them when Batman hurls a metal ash try at him. The ash tray shatters a glass door; then they realize that he has appeared before them only by television. They depart with the injured Morton.

Morton is taken to a hospital and placed under police guard. But Barry Brown broadcasts his whereabouts. Fearing that an attack will be made on Morton, Bruce and Dick dash to the hospital. The Wizard's men cleverly plant a microphone in Morton's room. When he tells Commissioner Gordon where his formula is hidden, the heavies also hear it.

Bruce discovers the microphone. Getting rid of the others, he and Robin dash to the building where Morton's laboratory is located.

But the Wizard's men are already there. They find the formula. Batman tries to get it from them. In the ensuing fight, he is knocked against an electrical switchboard. This causes a short circuit, which envelopes him in sparks and flames.

Chapter 5: Batman Rescues Robin

The Wizard's men escape with Morton's formula by way of a ladder across an airshaft to the next building.

Robin dashes to aid Batman, finds him unconscious and sets about bringing him to.

Vicki Vale arrives outside and snaps a photo of the heavies as they get away in a car.

Batman and Robin join police in pursuit. The Wizard decoys them with a robot car, driven by remote control. The heavies escape.

Vicki is shocked when she develops the picture and discovers that her brother Jimmy (Hal Landon), who has been missing, was driving the getaway car.

The heavies are also aware that she has taken the picture. Jimmy is given the job of getting it away from his sister.

Vicki receives a phone call from Jimmy, asking her to meet him in the park. He also demands that she bring the negative and any prints she has made. Vicki consults Bruce, who angers her by his refusal to go with her. However, Batman and Robin follow Vicki as she goes to keep her rendezvous with Jimmy.

But Nolan, the Wizard's aide, meets Vicki instead. He takes the negative and a print from her. Batman and Robin come to her aid, but are attacked by other men, hiding nearby. In the struggle, Nolan escapes with the print. The negative falls into a smouldering picnic fire and is burned.

As the heavies escape, Batman carefully retrieves the burned bit of negative from the fire. He and Robin take it to their secret laboratory. There, Batman reconstructs it chemically, so that he can see what is on it. They identify Jimmy Vale, also another man, who their police file tells them is called Mac Lacey (Allan Ray). Batman decides to interview this character.

They find him at a hangout near the waterfront. Batman makes a quick capture. As they are about to leave with him, they hear Vicki scream for help. She has been lured there by a call from Jimmy and now finds herself trapped by the Wizard's men.

Batman goes to her aid. Nolan and other Wizard men attack Batman on a dock. A gasoline drum is punctured by gun fire. The gasoline leaks down onto the surface of the water. Vicki is knocked into the water. Batman dives after her. A heavy drops a flare to locate them. The flare ignites the gasoline on the water. Batman and Vicki vanish in a sea of fire.

Chapter 6: Target Robin

Batman saves Vicki by swimming under water with her. Robin scares off the Wizard's men by sounding a police siren. Batman sends Vicki home in a taxi. He and Robin turn their prisoner, Mac, over to the police.

Bruce makes himself up exactly like Mac. He then goes to the hideout, the Harbor Club, with a story that he was captured by Batman, but escaped. He is accepted as Mac. Nolan now says that he wants two volunteers to work at headquarters. Bruce offers to go. They depart for Rendezvous B, to wait there until after dark. Dick trails them in Bruce's car. On the way Bruce cleverly warns Dick of an alram gadget in the road, which Dick is enabled to avoid.

At the hideout, Bruce, disguised as Mac, finds himself in a desperate situation when Barry Brown, in a broadcast, states that Mac Lacey is being held by the police for questioning.

Dick, now disguised as Robin, creates a diversion by flashing the silhouette of a bat on the wall of the hideout. But Robin is captured.

Bruce now claims to be a friend of Mac's, but Nolan doesn't believe him. However, the gang leader says he will give Bruce a chance to prove his loyalty to them — he can get rid of Robin for them!

Bruce is given a gun containing two shots. Robin is placed across the room from him. Bruce aims at Robin, then fires. Robin falls!

But Bruce has aimed carefully at Robin's stout belt buckle. Robin has been knocked down, but is unhurt. As the heavies go to him, Robin trips one of them. Bruce shoots out the light with his remaining shot. Bruce and Robin escape in the confusion.

The heavies attempt pursuit, but Robin has disabled their only car.

Nolan reluctantly communicates his failure to the Wizard. The latter, enraged because Batman has almost reached him, orders both Nolan and another member, Evans, disposed of.

On their way to the city, Bruce and Dick see the Batsignal on the sky. Calling Commissioner Gordon, Bruce, as Batman, is told that some of the remote-control gang have been located at a warehouse near the waterfront. Bruce changes to Batman and they speed there, not knowing that they are heading into a death-trap set by the Wizard.

They find the building and enter it. But a door closes locked behind them and they are trapped in a bare room. Now a deadly gas pours into the confined area. Batman and Robin fall unconscious to the floor.

Chapter 7: The Fatal Blast

Batman and Robin escape from the gas chamber by using emergency equipment from their utility belts.

The Wizard now threatens that, by means of the remote-control machine, he will halt all traffic in Gotham City, unless paid an unspecified ransom. He demonstrates his power by tying up all traffic, rail and otherwise, for a short time.

Harrison (Ralph Groves), president of the Associated Railroads, plans to come to the city and deal with the Wizard. When Barry Brown broadcasts this information, Bruce realizes that Harrison is in danger. Batman and Robin ride swiftly to guard him. Vicki trails them, but they stop her.

Hammil is seen to be busy on some mysterious scheme of his own.

The Wizard stops Harrison's car by remote control. Batman arrives in time to rescue Harrison. While Robin keeps the Wizard's men busy, Batman takes Harrison to a cabin. Discovering that they have come into a trap, Batman attempts to get out, but is driven back inside by gunfire from the Wizard's men. With Batman and Harrison helpless inside, the cabin is blown to pieces by a terrific explosion.

Chapter 8: Robin Meets the Wizard

Batman discovers a time-bomb inside the cabin and drags Harrison into a small basement just before the blast goes off.

Robin startles the heavies by sounding the siren on the Batman car. They flee when they see another car approaching, not knowing that Vicki is in it.

Batman and Robin bring Harrison to Gotham City in the Batman car.

The Wizard now states his terms — he will paralyze all rail traffic unless he is paid five million dollars. Harrison refuses to consider this; but Batman says they must pretend to, then resort to strategy.

The Wizard has been specified that the money is to be thrown from a fast-moving train. This is done, while a Wizard man watches from a plane, overhead. He does not see Batman and Robin, in another plane, even higher.

When Batman sees a car come to where the money was dropped, he makes a delayed parachute jump and gets into the car while the heavies are recovering the money.

The heavies now switch cars and send the one in which Batman is hidden over a cliff. Batman escapes in time.

Robin picks him up. They trail the heavies by a sort of Geiger counter, since the money has been treated to make it radio-active.

The trail leads to a city warehouse. Batman breaks in and engages the heavies. The Wizard arrives outside and knocks Robin out.

Inside, the impregnated money catches fire. Batman is trapped in the flames, as the Wizard's men escape.

Chapter 9: The Wizard Strikes Back

Batman escapes the flames by leaping into a large packing case and pulling it over him. He joins Robin, outside. There, they see Barry Brown and Dunne, his private investigator, snooping about the burning building. They realize again that either of these men could be the Wizard.

The remote control machine burns out and new synthetic diamonds are needed to put it back into oepration. The Wizard knows that the Research Council has developed a new type and now sets about getting hold of some of them.

Jimmy calls Vicki again and tells her he is a prisoner and needs help. Making sure it is not another trap, Vicki goes to his aid. Batman and Robin follow her, then assist her when one of the Wizard's men, Jason puts up a token resistance. They capture the man and turn him over to the police.

Jimmy is questioned by Commissioner Gordon. He says that the Wizard is planning to rob the plant where the synthetic diamonds are kept. Gordon orders the diamonds moved to the main Research Plant. Jimmy hears this, and when he is allowed to go, phones the information to the Wizard's men.

Bruce's suspicions are aroused when he is informed that blank cartridges were found in the gun of the man they captured. It occurs to Bruce that Jimmy was allowed to escape.

Batman and Robin speed to the synthetic diamond plant, to learn that the diamonds have left by messenger. They go after him and find him, injured and robbed. They pursue the thieves. The Wizard disables their car by remote control. They commandeer another and follow. The Wizard takes control of this car also, sending it over a cliff into a lake with Batman and Robin in it.

Chapter 10: Batman's Last Chance

Batman and Robin leap from the car before it goes over the edge. Knowing that the Wizard is watching them, they remain hidden for a while.

Jimmy Vale now receives orders to report to a Wizard hideout, Rendezvous D. He believes he has evaded Vicki, but she sees him leave and trails him to an office building. Hesitating to enter, she phones Bruce, but he has not yet returned home. She then enters the office building and starts to search for her brother.

The building is closely guarded. Vicki's presence is discovered and she is captured. Despite Jimmy's protests, she is locked in a small storeroom. She finds a disconnected telephone there and sets about putting it into working order.

Bruce and Dick return home as Vicki phones again. But her call is interrupted before she can give the location where she is held prisoner. Batman stes about tracing her whereabouts.

Jason, the Wizard man under arrest, is allowed to escape. He is ordered by radio to report to Rendezvous D. Unseen, Batman and Robin go with him. Robin remains on guard outside, while Batman enters the office building. Batman encounters an alarm device and is knocked out by an electrical shock. While the others search for the cause of the alarm, Jimmy tries to free Vicki. He finds Batman, unconscious, unmasks him and discovers that Batman is Bruce Wayne. As the heavies continue their search, Batman returns and frees Vicki. But the heavies attack Batman and in the ensuing fight, he is knocked from a window and falls to certain death on the pavement, many floors below.

Chapter 11: Robin's Ruse

The Batman who falls to his death from the building is really Jimmy Vale, who has put on the costume so that he could rescue his sister. Bruce escapes from the building and joins Robin, who was sure Batman had been killed. Bruce tells him what actually happened.

The Wizard now has good cause to believe that Bruce Wayne and Batman are the same. He determines to prove it, so he can be rid of his arch-enemy.

Bruce interviews Hammil and while there lets him know that he has a dinner date with Vicki that night. As Bruce arrives to keep the date, he is held up by Wizard men, who take him away in his own car. By a secret radio switch, Bruce alerts Dick, who learns from the conversation where Bruce is being taken. Changing to Robin, the boy dashes there in another car.

To the consternation of the Wizard's men, who are holding Bruce a prisoner, they now see the Batsignal flashed on a wall of the warehouse room. Dashing to the window, they see Batman, lurking through an alley. They go after him. Robin rescues Bruce by a clever ruse. Outside, it is indicated that the Batman whom the men saw is actually Alfred.

Bruce and Robin now see the Wizard arrive, then suddenly depart. They follow, Bruce changing to Batman as they go.

The Wizard finds he is being followed. Unable to use his remote control machine, he resorts to another trick. As Batman and Robin dash around a curve in pursuit, they run suddenly into a smoke screen. Unable to see, they leave the road and hurtle blindly toward a huge rock.

Chapter 12: Robin Rides the Wind

Robin, driving the car, avoids the rock by clever maneuvering; but the Wizard has escaped. Remembering how the Wizard's men have previously vanished at the cliff over the ocean, Batman and Robin speed there, but once again find only the blind end of a trail.

Realizing that Hammil's house is close by, they decide it is a good time to check up on him again. As they enter the grounds, they are fired at. They track down the man, capture him and discover him to be Carter, Hammil's attendant. He claims he was shooting at a prowler. A further search reveals Dunne, Barry Brown's private investigator. They take him inside.

There, Batman becomes increasingly suspicious of Dunne and searches him. He finds, cleverly concealed, a roll of

microfilm. Dunne admits it contains photographs of blueprints which Hammil took from the Research Plant without permission. Hammil claims they are his, stating that they are plans for a neutralizer which will render the remote control machine helpless. Batman announces that Bruce Wayne will turn the films over to the Research Plant tomorrow.

Bruce does so. He tells the Research people that Batman wants word to get out that they have the parts of the neutralizer ready and will now assemble it.

Gordon calls Barry Brown to his office and again tries to find out where Brown gets his information. Brown refuses to say. Gordon now purposely allows Brown to get information that the neutralizer is to be moved in an armored car. Brown, of course, immediately broadcasts this information. The Wizard quickly forms a plan to capture the precious machine.

His men capture the armored car, then another one, identical, is sent along the same road, by remote control, so that the watching police will suspect nothing.

Robin has been secreted in the armored car, in the case which was supposed to hold the neutralizer. He now attempts to take control of the car, but is pursued by the heavies.

Batman has been momentarily deceived by the decoy car, but now contacts Robin by radio and learns the true situation. He speeds to his aid.

The pursuing heavies contact their plane, flying overhead. The plane swoops down and bombs the armored car, hoping to stop it. But the blast sends the car out of control. It swerves off the road. and crashes to fiery destruction in the depths below.

Chapter 13: The Wizard's Challenge

Robin leaps from the armored car before it goes over and rolls into a ditch at the side of the road. The Wizard's men climb down the bank, hoping to recover the neutralizer. They find only an empty box and realize that Batman has outwitted them again. Meanwhile, Batman has picked up Robin and they speed away.

At Hammil's, the eccentric inventor lets Carter know that he has perfected a machine which will neutralize the remote control apparatus. The Wizard quickly gets the same information. He send men to Hammil's to capture it.

Vicki arrives at Hammil's, is surprised by Barry Brown, and locked in a cellar.

Batman and Robin arrive in time to prevent the Wizard men from stealing the neutralizer, which Hammil has ordered Carter to take to the Research Plant. But when the case is returned to Hammil, it is discovered to be empty! Batman decides that by some trick, the Wizard had acquired possession of the neutralizer.

The Wizard now reveals to his confidential aide that when the rays from the two machines meet, a zone of invisibility is created.

Barry Brown broadcasts the alarming information that the Wizard himself plans to enter and rob the Research Plant that afternoon.

Batman and Robin are on guard there, with others. But the invisible Wizard slips past them all and enters the room containing the vault that holds many priceless secrets. He is forced to blast open this vault, and he does so, with the explosive X-90, not knowing that Batman is concealed inside the vault, helpless prey for the terrific blast!

Chapter 14: Batman vs. Wizard

Batman escapes the effects of the blast by going into an inner vault and using an oxygen inhaler to counteract the fumes.

The Wizard has gone outside to avoid the blast, but now, before he can return, he starts to lose invisibility as the machines at his headquarters begin to lose their power. He is seen and slightly wounded on one hand by a guard. Also, he loses one of his gloves. But he makes good his escape.

Knowing that the Wizard was slightly wounded, Batman makes a quick check on suspects. He is puzzled when he finds that both Brown and his investigator, Dunne, have slight hand wounds.

Batman now examines the lost glove. Inside it, he finds a fingerprint. A quick check reveals this to be Carter's. Batman informs Gordon. They speed to Hammil's to place Carter under arrest.

Before they can get there, Brown broadcasts the news of their journey and its object, which he obtained by a trick. At Hammil's Carter is killed by an unseen figure. Batman and Gordon arrive too late. They find that Hammil also has an injured hand. Gordon believes that the Wizard died with Carter; but Batman does not.

Barry Brown makes another broadcast in which he not only states that the Wizard is still alive, but claims that the invisible terror is going to kill Gordon that afternoon in the Commissioner's office. Brown then starts to reveal the identity of the Wizard, but before he can complete it, is strangled by unseen hands.

That afternoon, Police Headquarters is closely guarded. Gordon is in his office with Batman, Robin and Vicki. Batman has given Vicki special infra-red flashbulbs, by which he hopes she can get a picture of the invisible Wizard.

A rope suddenly appears outside Gordon's window. Then a gun is seen. It is aimed at Gordon's desk. But Batman, not Gordon, is seated there. The gun fires — and Batman pitches forward to the floor!

Chapter 15: Batman Victorious

Vicki sees the gun at the window and shouts a warning. At the same time, she aims her camera and takes a picture. Batman throws himself out of Gordon's chair in time to avoid the shot.

Batman then tells Vicki to go down to the police laboratory and develop her picture. He orders Gordon to have a check made on all parked cars in the vicinity, since the invisible Wizard may try to get away in one. This pays off when a Wizard man is discovered and arrested in a car. Batman then tells Gordon to ask the phone company to cover as many phones in that district as possible. He figures the Wizard will be forced to phone for help.

Vicki returns with the developed picture. It shows the invisible Wizard to be Carter! But Gordon protests that Carter is dead. Batman orders him to check again on the prints of the man they **thought** was Carter.

The Wizard's phone call is now intercepted. The police cars rush to the location, but the invisible Wizard daringly steals one and flees in it. The alarm is given and a wild chase ensues.

Meanwhile, Batman has sent Robin, in their car, to the cliff over the ocean where the Wizard and his men have always vanished. Vicki trails Robin. The boy gets there and goes into hiding, but Vicki is caught.

The Wizard gets through the police blockade, is picked up by one of his own cars and rushed to the ocean cliff getaway. Robin sees him and learns the secret of his disappearance. he radios this to Batman, in a police car. Batman arrives in time to save Vicki from certain death at the hands of some Wizard men. The latter are arrested.

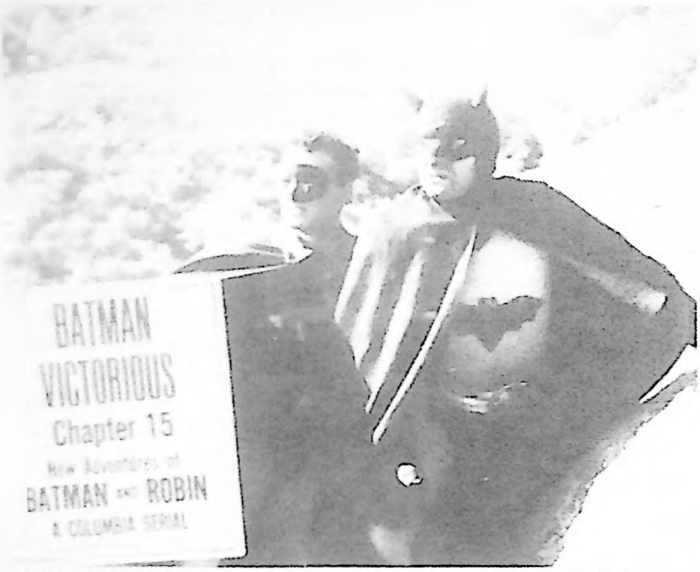
Batman and Robin then follow the route taken by the Wizard in his flight to his secret headquarters. This leads into the depths of the cliff, then into a controlled submarine. They capture one of the Wizard's men on the way and make him help them.

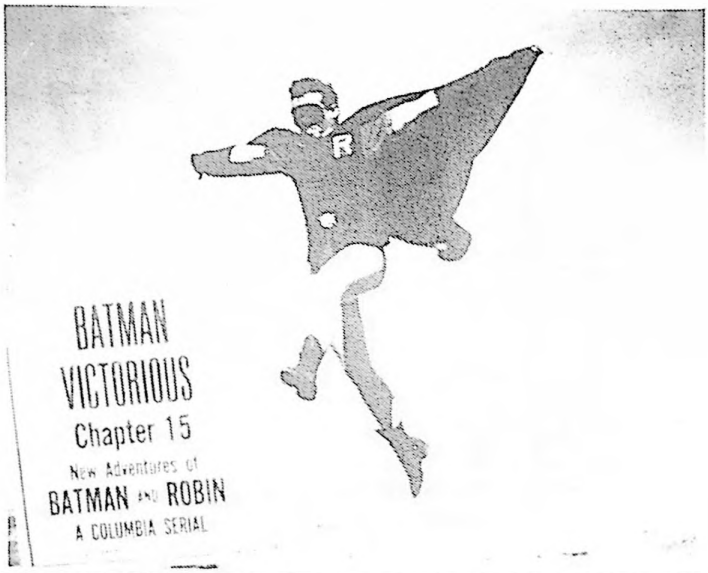
Batman and Robin (continued)

They break into the Wizard's underground grotto. The Wizard flees. They go after him — and come out in Hammil's study!

There, they find Hammil and Carter. Hammil confesses to being the Wizard. But Batman is not deceived. He leaps at Carter and overturns a table, revealing that Carter has been holding a gun on Hammil to make him confess. Carter then admits that the man who was killed was his twin brother; but Batman has already known this because of conflicting fingerprints. Carter and all of the gang are turned over to the police.

Vicki, alwasy suspicious that Batman and Bruce are the same, tries to prove it by makeing a date with Bruce, then taking Batman with her. But a phone call from Bruce abruptly calls the date off, so Vicki admits her error, not knowing that the voice of Bruce she heard over the phone came from an already prepared phonograph record, played by the faithful Alfred.





SERIAL MAILBAG

Dear Editor:

As a reader of Serial World, I wish to compliment you on your great magazine. May I request articles on these great serials: 1 — FLASH GORDON; 2 — ZORRO RIDES AGAIN; 3 — SOS COAST GUARD; 34 — UNDERSEA KINGDOM; 5 — CLUTCHING HAND; 6 — TRADER TOM OF CHINA SEAS.

Also have stories about these great serial actors: Richard Alexander, Ralph Byrd, Bela Lugosi, Buster Crabbe, Chas. King, John Merton, Don Terry, Jerry Frank.

Continued best wishes for the future, your magazine has consistently gotten better and better.

Good Luck,

FR

Hi Editor:

It's about time for a Serial World Edition of Buck Jones serials. Also one on Johnny Mack Brown serials.

Keep 'em coming
Have a good forever
Duffy A. Perdew

Dear Editor:

First, thank you for "Serial World." It is great!

Are there serial fan clubs anywhere in the Philadelphia area to your knowledge? Along these same lines may I suggest a future issue of "Serial World" list any such groups.

Finally, if you do not know of any serial clubs in this area — how do you suggest one may start such a club? (another article for "Serial World?")

Thank you for your consideration.

Sincerely,
Dick Borkowski

EDITOR'S NOTE

Our thanks to all you kind readers who sent Holiday cards. A special "Thanks" to those readers in Japan, Australia, Brazil and Italy who were kind enough to send Holiday notes and news. Our best to you all.

CAPTAIN MARVEL CLIFFHANGER COMES TO ATTENTION!

Submitted by Wilfredo Rivera

Serials are finally coming to attention! The serial "Return of Captain Marvel" is now playing along with weekend midnight shows in the Lehigh Valley Mall cinema theater.

They're showing one chapter every Saturday, beginning on Saturday, October 18, 1981.

Enclosed is the newspaper review of the serial which I think you'll find enjoyable and you might like to share it with your readers of Serial World.

If I come across any other serial event, I'll be sure to let you know.

by DALE SCHNECK
Call-Chronicle Film Critic

There was a time when many Americans went to the movies at least once a week. Saturday matinees in particular featured weekly installments of action serials that had the audience hooked with cliffhangers that made seeing next week's chapter a must.

One of the screen heroes of the early 1940s was a Superman-type known as Captain Marvel, and 12 chapters of the original "Return of Captain Marvel" are now playing along with weekend midnight shows at the General Cinema theaters in the Lehigh Valley Mall.

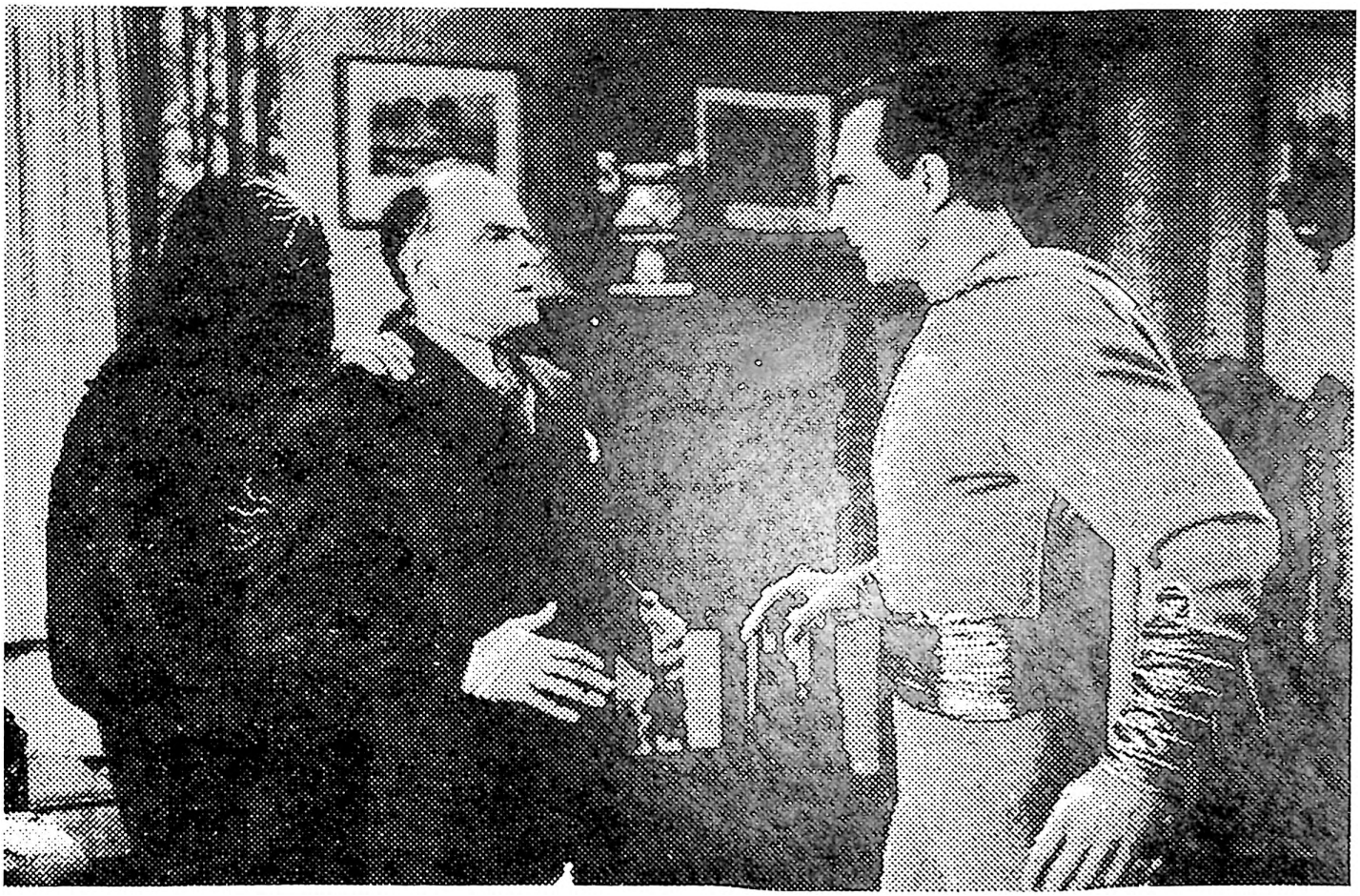
Captain Marvel coping with the curse of the Scorpion is a Republic Pictures series that has great comic moments — most of them unintended by the producers. But this low-budget, black-and-white story of young Billy Batson, an assistant radio operator who turns himself into a bullet-proof super hero with the magical word "Shazam," should be wildly amusing entertainment for today's youthful moviegoers or nostalgia buffs.

Although the plot, stunts and suspense are lightweight material compared with the special effects and more adult themes of contemporary films, "The Return of Captain Marvel" has a style that is ideal escapist diversion.

This critic screened the first four chapters in the series, and the prints were surprisingly good. Today's advanced projection and sound systems also mean that 1981 audiences are seeing and hearing Captain Marvel better than when he flew onto the screen 40 years ago.

One of the added kicks of watching a series like this comes with comparing the cliffhanging ending of one chapter with the instant replay of that ending at the beginning of the next installment. As was true of most such action-adventure series, the producers and editors tampered with the tragic event of a chapter ending just enough so that what appeared as sure doom and disaster one week is modified slightly to allow the hero or good guy enough time to save himself the very next week.

It's that kind of movie magic that makes this look back at Captain Marvel lots of fun.



Tom Tyler, right, as Captain Marvel —

VINTAGE CLIFFHANGERS

A Series of Seldom Viewed Stills from Early Talking Serials

Number 5: THE PHANTOM OF THE AIR

by Jim Stringham

FROM THE MOTION PICTURE SERIAL "PHANTOM OF THE AIR" COURTESY OF UNIVERSAL PICTURES.

Universal built THE PHANTOM OF THE AIR around some great air footage, a real racing plane, and, possibly, its pilot. They acquired use of the airship which had bee piloted by Colonel Roscoe Turner to victory in the east-west transcontinental flight of an American air championship competition. Col. Turner is listed in some of the ads, and may have played Colonel Johnson, an officer appearing briefly in chapters one and two. His plane, whether the racer flown by Tom Tyler in chapter one or the first Phantom, would have had an equally brief appearance. The script called for the destruction of the heroe's ships almost as soon as he boarded them.

The invention designed to transform a plane into a Phantom was described as anti-gravity device, but, in use, was presented as little more than a remote control unit. Certainly the contragrav was unable to slow the ships when they were sent crashing to earth. Perhaps its gravity defying abilities were implied in chapter seven, when hero Bob Raymond made an unlikely leap from the wing of his plane to the mast of an anchored ship. It would have made more sense if the craft were enabled to hover by use of the contragrav unit. The ship, by the way, was Universal's often used Lottie Carson.

The plot was straightforward, with no surprises. The border patrolman hero fought a gang of smugglers attempting to steal a valuable invention. After a few chapters of this, the story switched to the enemy's efforts to bring contraband across the border, and the pace of the serial quickened. The basic plot was returned to for the final episodes. Really, the story only connected the air scenes, which were the best part of the movie. Some great aviation footage was used, with effective stunts, dog fights, crashes, or transfers in almost every chapter. A head-on collision between two planes in chapter four was particularly impressive. Chapter six was almost non-stop action, with transfers from plane to plane, plane to car, car to car, and speedboat to plane featured. The air footage, particularly in episodes four through ten, makes the serial, and most of it is as exciting to watch today as when THE PHANTOM OF THE AIR was filmed.

Tom Tyler	**as**	**Captain Robert Raymond**
Gloria Shea		**Mary Edmonds**
LeRoy Mason		**Mortimer Crome**
William Desmond		**Thomas Edmonds**
Sidney Bracey		**James Munson**
Hugh Enfield		**Blade**
Walter Brennan		**Skid**
Jennie Cramer		**Marie**
Cecil Kellog		**Joe**
Edmond Cobb		**Smuggler Radio Man**
Tom London		**Patrol Radio Man**
Wheeler Oakman		**Smuggler**
Bud Osborne		**Smuggler**

Note: Only Tyler, Shea, Mason, Desmond, and Bracey are credited in the film itself. Jennie Cramer is listed in the pressbook, and described as playing "one of the leading roles" but there is no woman except Gloria Shea to be seen except in the background of crowd scenes, and none with any dialogue at all.

FROM THE MOTION PICTURE SERIAL "PHANTOM OF THE AIR" COURTESY OF UNIVERSAL PICTURES.

Associate Producer Henry MacRae
Directed by Ray Taylor
Story and Dialogue by Ella O'Neill
Screen Play by Basil Dickey —
George Plympton
Edited by Edward and Alvin Todd

Chapter 1: The Great Air Meet

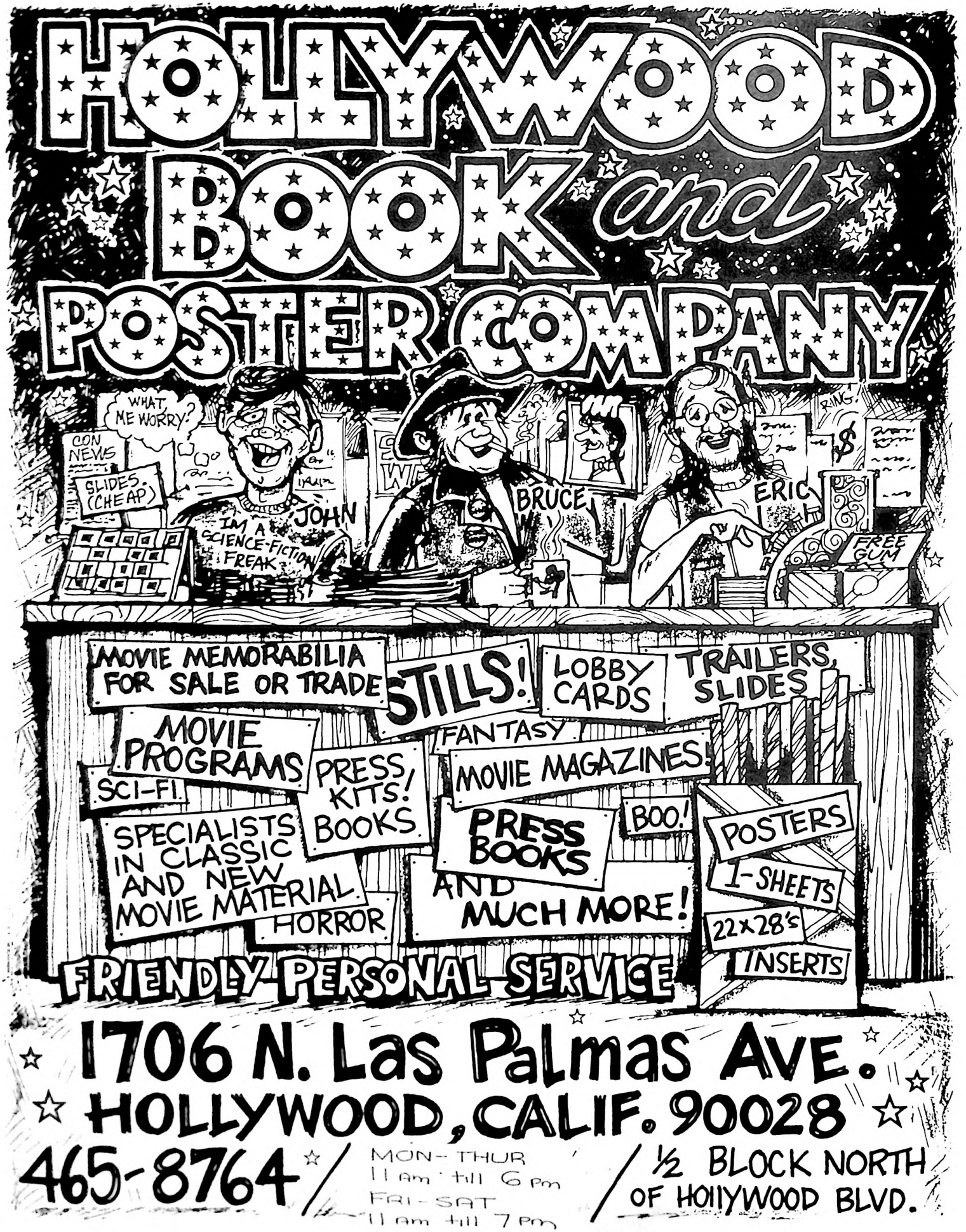
A western aviation meet has turned into a personal contest between two flying aces. Mort Crome, in his black plane, and Captain Bob Raymond of the border patrol are so far ahead of all competitors that the event is a two-way race. As the first day's competition ends, Raymond has secured a narrow lead. Two spectators take a personal interest in the contest: Inventor Thomas Edmonds is seeking the best pilot available for some secret mission and favors Raymond, while his daughter Mary prefers Crome, the man who taught her to fly. Colonel Johnson of the Army Corps joins them and recommends Bob: the best pilot he knows. He says that he can have the captain seconded from his duties if necessary.

Landing, Crome tells Skid, his chief mechanic, that Raymond is a border patrol pilot — a fact of some significance to the two men. Skid is looking speculatively at a support wire on Bob's plane as Mort goes to join Mary and the others who are talking to the patrolman. Now, he seems a true sportsman, congratulating Bob on his success. Aware that he had been under consideration as the pilot to participate in Edmond's project, Crome prepares a scheme to learn its secret. Mary tells him they will attend a dance at their hotel that night.

Blade, a henchman, is at a nearby table when Crome, dancing with Mary, learns that she and her father are staying in suite 417. Passed the information by his chief, he gains entry to the rooms and commences a methodical search. The door is unlocked, and he takes cover behind some drapes as Edmonds comes in with Mary and Bob. The scientist explains that he has perfected an invention which will revolutionize aviation: Contragrav. It is an electrical device activating a chemical compound capable of offsetting and obviating the force of gravity. Edmonds straps the machine to a sturdy wooden chair, then turns it on with a "key" he carries on his person. A moment later, the heavy piece of furniture is floating about the room like a helium filled balloon. Bob realizes that the Contragrav could be applied to an airship, and Edmonds verifies that "There is enough energy in that to lift this building." A sudden gust of wind startles them, and, behind the drapes, they find a window to the fire escape open — a window which had been locked from the inside. Edmonds expresses the concern felt by each of them: "If anyone saw that demonstration, our lives are in danger."

The following day, as the meet continues, Bob forgets his concern in the joy of flying. Unaware that Skid has been at his plane, he is in the lead, racing along at two hundred and eighty miles an hour. Then, the sabotaged ship goes out of control. It dives and crashes. Mary is horrified to see the fallen craft burst into flames and explode.

The Phantom of the Air — to be continued!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☐ **SERIAL WORLD #13** features The Shadow serial, Did You Know That, Spy Smasher, Serial Showcase, Serial Mailbag, and more. Published Winter 1978. ..... $3.00

☐ **SERIAL WORLD #14** features Flash Gordon Conquers Minneapolis, Spy Smasher, King Of The Mounties, Did You Know That, Serial Mailbag, and more. Published Spring 1978 $3.00

☐ **SERIAL WORLD #15** features The Phantom, Buck Rogers, King Of The Mounties, Serial Mailbag, Serial Marquee. Published in Summer 1978. ..... $3.00

☐ **SERIAL WORLD #16** features "The Cliffhangers" N.B.C. T.V. Show, Brenda Starr-Girl Reporter, Interview with Video Ranger Larry Stewart, and more. Published Fall 1978 ..... $3.00

☐ **SERIAL WORLD #17** features: Tribute to I. Stanford Jolley, Rockman Saga, Interview With Larry Stewart part 2, Undersea Kingdom, Serial Showcase, Serial Mailbag, Video Serials. Published in Winter 1979 ..... $3.00

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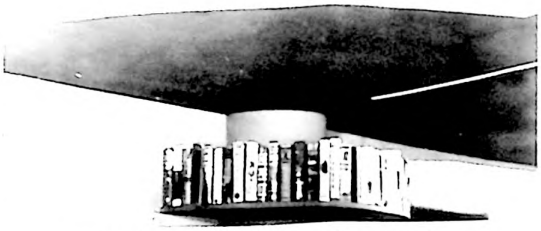

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